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ISSUE 13

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EDITOR
 Chris Marke

SENIOR STAFF WRITER
 Neil Armstrong

STAFF WRITERS
 Chris Hunt-Newham
 Richard Forsyth

DESIGNER
 Colin Nightingale

ADVERTISING
FAX: (0202) 555011
 Ian Kenyon - Group Ad Manager
 Alan Walton

ADVERTISING PRODUCTION
 Christa Fairchild
 Alex Tilbury
 Clare Loggery (Assistant)

PRE PRESS MANAGER
 Alan Russell

SCANNING
 Suzanne Ryan
 Ted Dearberg

PRODUCTION MANAGER
 Jane Hawkins

PUBLISHER
 Pat Kelly

MANAGING DIRECTOR
 Richard Monteiro

PRODUCTION DIRECTOR
 Di Tavener

SUBS/MAIL ORDER
 Karen Sharrock

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Last word: Keep 'em peeled!

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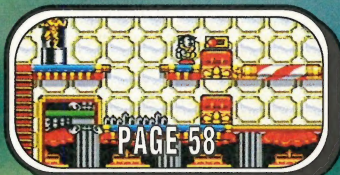
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CHRIS MARKE

This issue each member of the XS posse is represented by a character from *Micro Machines 2*. Chris is first up and his likeness to Jeremy may not immediately be apparent. However, Neil gave two reasons for this choice; both chaps act like golden boys and none of the other characters could be remotely linked to Chris, even as tenuously as this!



COLIN NIGHTINGALE

Colin, like Wavy Davy, is a long haired hippy-type with a love for the mellow side of life. This lifestyle must include plenty of beer though, otherwise he gets severe withdrawal symptoms! Colin is the office *MM2* champion, which is a superb achievement when you consider he always plays as Davy, especially as neither of them is exactly quick off the mark!



RICHARD FORSYTH

Emile is a nice young fellow who dreams of being Spider. Richard is a nice young fellow who dreams of being the new Elvis. In this respect they were perfect for each other! It also helped that the cartridge character's identical to our man. Well, Violet Berlin's in the game and she's small fry when compared to the gaming legend that is our Richie. Hoorah!



NEIL ARMSTRONG

Words cannot express the merriment Bruno's appearance in *MM2* caused in the XS office, especially when Neil chose to play as the big lad. Rough, gruff and hirsute, the comparisons between the two couldn't be ignored. The only worry now is Neil has taken to driving in the manner of his look-alike, which is bad news for Sunday drivers!



CHRIS HUNT-NEWHAM

Ho Hum, lets have some fun. Since Chris shaved off his beard and had his hair trimmed he looks nothing like Walter... honest! However, we needed to find a character similar to our newcomer and this was the best we could do. After all, Chris revels in being too big to dribble round at football! So, er, maybe there's a slight resemblance.

GAME

Many thanks to the GAME lads in Bournemouth, for their help this issue. They're top geezers, guv, so make sure you buy loads of games from them. For more information about your local GAME store, try calling 081 974 1555.

SEGA

XS

EDITORIAL

SANTA'S SACK'S FULL OF SOLUTIONS!

Welcome to our bumper Christmas special. This issue we've put together a massive 164 pages of cheats, hints and tips, which, as you can guess, has meant plenty of late nights and hard work. Oh well, Christmas is all about giving to your fellow man, so I guess this must be our contribution to the seasonal goodwill!

As promised last issue we've got the start of our massive *Sonic and Knuckles* mapped solution for you this time. This is one game that's a mapper's nightmare, but the SEGA XS crew never say die and once again we've come up trumps, just when it looked like the deadline might beat us. If you want to check out the rest of the game you'll have to wait until next issue. For now though we hope the maps of the first few stages will keep you satisfied.

With this being the Christmas special, we managed to cram in 11 full solutions!

On top of this most of them are for the biggest of the Christmas releases, such as *The Lion King*, our main cover game, *Micro Machines 2* and *Mickey Mania*.

These games, along with *Sonic and Knuckles*, have all pulled in huge scores in the review magazines and they're all currently at the top the

Mega Drive charts. On this score a lot of you have probably got at least one of these games, so you may be in need of the help we're offering!

Finally, this issue I've included a classic solution to *Flashback* on the Mega Drive. This decision was entirely in response to the enormous amount of mail I've received from frantic gamers stuck on this cunning platform adventure. In the future I'll do the same again, if I get a similar volume of mail begging for help on a particular cart. So get solution interactive and send me in your requests!

Have a good one
Chris Marke



COMPETITION WINNERS!

The 20 lucky winners of the *Boxtree Books Bonanza* in Issue #11 are Daniel Malin from Leamington Spa, Martyn Boscombe from Witham, Jamie Baldaro from Dorking, Ross Kirkland from Clydbank, Ian Bennet from London, Chris Burton from Witney, Ben Gladders from York, Oliver Perry from Devon, J Randell from Glasgow and D Underwood from Crook who all receive two *Street Fighter* novels. The following 10 winners receive two *Zoo!* novels: Christopher Brown from Dumfries, David Scoffin from Cornwall, Roy Taylor from Barnstable, Robert Faulkner from Penally, Alan Roberts from Cockeremouth, CJ Berry from Swansea, Matthew Rees from Mid-Glamorgan, Robert Brodrick from Middlesbough, Craig Hannah from Somerset and David Hoskins from Kennington.

Next up are the winners of the JVC *Rebel Assault* competition in Issue #11, the First

prize winner, who receives the *Star Wars* Trilogy on Video, a *Rebel Assault* T-Shirt and a *Rebel Assault* Baseball Cap is John Owens from Hatfield. The 20 runners-up who win a *Rebel Assault* T-Shirt and Cap are, Brett Kelley from West Drayton, Allen Cureton from Wednesbury, G Williams from Llandudno, Thomas Winfield from Redditch, Richard Dakin from Huddersfield, Peter Rennie from Norwich, Martin Smith from Doncaster, Jamie Hyland from Stowmarket, Micheal Johnson from Ashington, Shiona Spiers from Wallasey, Colin O'Hare from Liverpool, Steven McCulloch from Motherwell, MA Goljar from Leighton Buzzard, Zoe Alpe from Basildon, Paul Crawley from Faversham, Nigel Carl from Bridgend, Richard Kirkland from Glasgow, Martin Smith from Kent, Kevin Baguley from Bolton and T Atkinson from London.

The winners of the *Asciiware Joypad* slogan

competition, who all receive the 6-button Fighter Stick, are Sarah Baldero from Dorking, James Kew from Horbury and Ray Hammond from Cheltenham. 10 2nd prizes of a 6-button joypad go to, Mr Craig from Sheffield, Lee Palmer from Devon, Adrian Blenkin from Skegness, Ben Lawrenson from Preston, Tim Motterhead from Harrowgate, Joost Winne from Belgium, Ahrar Hassain from Reading, Roy Kemp from Aberdeen, John Watt from Falkirk and AC Mirto from Charminster. The last ten winners out of the hat collect 3 button pads, Adam Forbes-Hamilton from Kent, Brenda Herbert from Crayford, James Morley from Ellesmere, Damon Stonehouse-Budds from Welling, Dean Hurdman from Birmingham, Gareth Hill from Holt, Ben Smithies from Ludlow, Christopher Goodwin from Somerset, Jon Foster from Bournemouth and Jake Denman from Gateshead.

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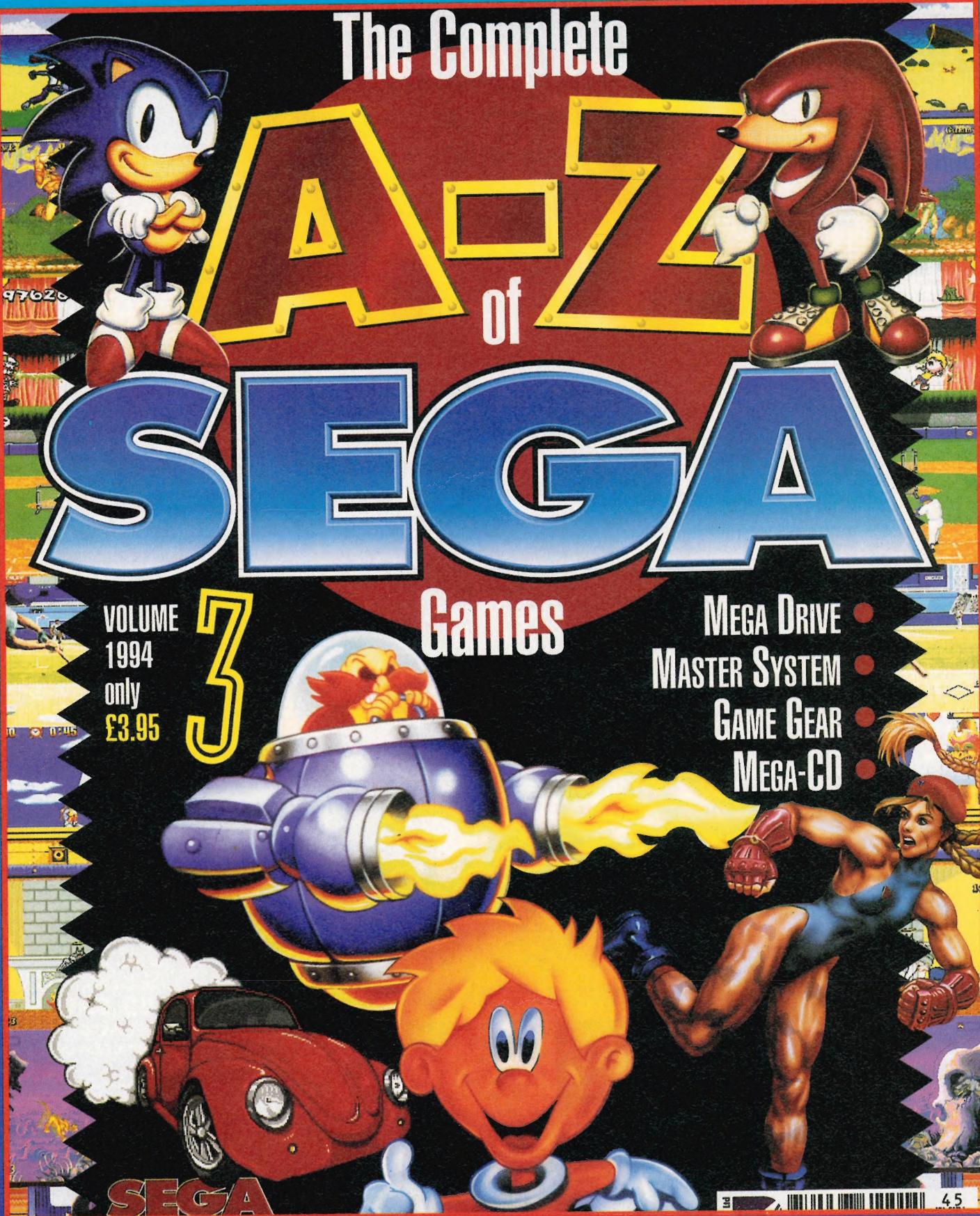
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Based on the new Disney classic, you take control of Simba and help him through ten massive levels to claim his birth right and help him grow into the wise old Lion he must be to become King.

If you're lucky enough to receive this magnificent game in your Christmas stocking, never fear, the SEGA XS full and complete solution is here. Ain't life grand!



PRIDELANDS

Level 1

The first level is called Pridelands. Simba must simply climb to the very top of Pride Rock and defeat a lame hyena. From the start point in the bottom left of the level, run quickly along the ground to the right, leaping over the creatures and roaring to stun them. Now it's time to start bounding up the rock, following a logical route, but always going higher and higher. Take time to weed out all the bug bonuses before facing the laughing hyena.

Simba must reach this point at the end of the level and fight the rather tired looking hyena. Stay on the left and wait for the hyena to pounce in your direction. When he does this run under him and wait until he stops to catch his breath before leaping on his head to exit the level.



Leap over this gap and carry on up to the higher ledges on Pride Rock. Take every opportunity to grab the bug bonus and either jump clear over the little creatures on the rock or roar first to stun them and then hop on their heads to get rid of them.

On the first part of the second bird ride follow this sequence after simply running past the first three trees: Jump, duck, jump, jump, duck and double jump. This sequence takes you safely to the point highlighted.

Level 2.4



Simba just can't wait to be King and so the bouncy little character is about to have some fun roaring at the monkeys. When Simba does this the pink monkeys give a whimper and turn the other way. These pink monkeys are the anchor men for the acrobatics that take Simba across the Lake. Take care in the big bird sections and always be on the look out for those handy bug bonuses.

Jump up at the rhino's head so he bumps you up to the monkeys in the tree above. The monkeys now toss you onto the giraffe and you must hop across their heads before the giraffes toss you in the water hole.

Roar at these two monkeys in order to change their direction. Now jump on the rhino's head and allow the monkeys to toss you over to the next section.

Level 2.1



As you ride the ostrich you must jump over the hogs and duck under the low branches. The sequence goes, jump, duck, jump, double jump and duck.

Level 2.2



From the restart point, claw your way up to the top of the hippo stack and leap across to the tree on the right. Here you can gain an extra life before vaulting over the giraffe to the next big bird ride.

Level 2.3



JUST CAN'T WAIT

The second part of this sequence goes like this. Duck, duck, jump and double jump. Now you will be bolted over to the last section in the level.



Roar at this first monkey and go to the left hand rhino to be shunted up to the other monkeys and launched across to the other side of the lake.

On the second tree you land here. Roar at this monkey and drop down to make your way back over to the first tree via the logs on the lake. Now get thrown back to the first tree. Roar at the monkey there when you land and then drop down to the floor to roar at the first monkey again. Now your ready to fly.

Level 2.5



ELEPHANT'S GRAVEYARD

The Elephant Graveyard is a dark and scary place for young Simba who must pit his wits against the evil hyenas and vultures living there. Some of the old bones making up the platforms drop away as Simba steps on them, so every movement must be swift and accurate. There are plenty of bug bonuses to be had as well as extra energy and lives to collect.

Level 3



At the start Simba drops down at this point and he must make his way to the left, before falling down the gap to make his way to the bottom left corner. Collect the bug bonus before carrying on over to the right, along the bottom route.

Run and leap off the elephant's spine and press up to grab this bone handle. Now leap across to the next one in order to drop down to the thin platform below.

STAMPEDE

Level 4

Your tyrannical Uncle Scar has lured you into the path of a stampede of wildebeest. As you run towards the screen the wildebeests are running much faster than you, trampling you under foot if you don't react quickly enough. Move from side to side to avoid the animals as they speed past you and watch out for the flashing warning signs at the bottom of the screen, which means a dangerous obstacle is approaching. Jump at these points and keep on moving until the level's over.



Slide down the bones and stomp on the vultures on the other side. Now head back over the high platforms, passing above the level start point and on to the left to exit the level.

In order to escape from the boiling hot gusher, launch Simba up the cavern by pawing up the hand hold in ultra quick time. This takes plenty of practice but the well placed restart point at the bottom of the cavern proves a priceless time saving device.



Paw away this pile of rotting bones and launch Simba up the rock face via the small hand holds on the sides. When you reach the top, drop down the other side to land on the elephant skin which acts like a trampoline over to the next ledge.

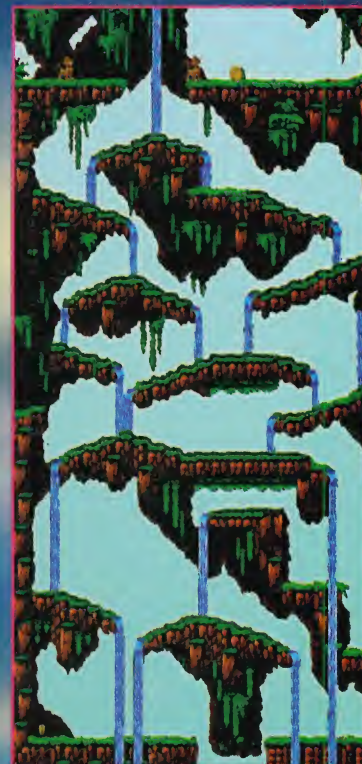
Keep on running as the end looms into view. Be on your guard at all times, otherwise those wildebeest will have your guts for garters!



Level 5

After the death of Simba's father Mufasa, his evil Uncle Scar convinces Simba his father's death was his fault and he should get as far away from Pride Rock as possible. Young Simba believes his uncle and takes on the deadly journey from the Pridelands, through the jungle and into exile. Watch out for the speeding boulders that crush you if you do not move at top speed in this level and take your time on the other sections to dodge the creatures in the dank caverns.

EXILE FROM THE CANYON



This is the most difficult section of the level as it involves a whole sequence of small plinths and handles for Simba to swing on. Take your time swinging from handle to handle, making sure you keep your finger on the direction button for just the right amount of time while Simba is in mid-air.

This is the second rolling boulder section you must run through. As you drop down and roll on the left hand side, a huge boulder begins to follow you, if you hesitate for any time at all, the boulder crushes you.

Use these handles to claw up to the restart point above. Now run to the right, flattening the frogs as you go and fall down the water channel while constantly pushing to the right.

Get to this point by following the water down from the restart point and jumping from the side into the waterfall, landing on one of the logs. Now make your way up the waterfall by hopping on the logs in order to reach the bridge right at the top.

Level 6.1

Chase the ape up to the top of the section and stand your ground until he looks tired. Now jump on his head again and see him run away and shiver in the top corner.

Get to this point after working your way back down from the bridge. Here you find another restart point from which you should move to the right to reach the ape section as shown below.



Level 6.2

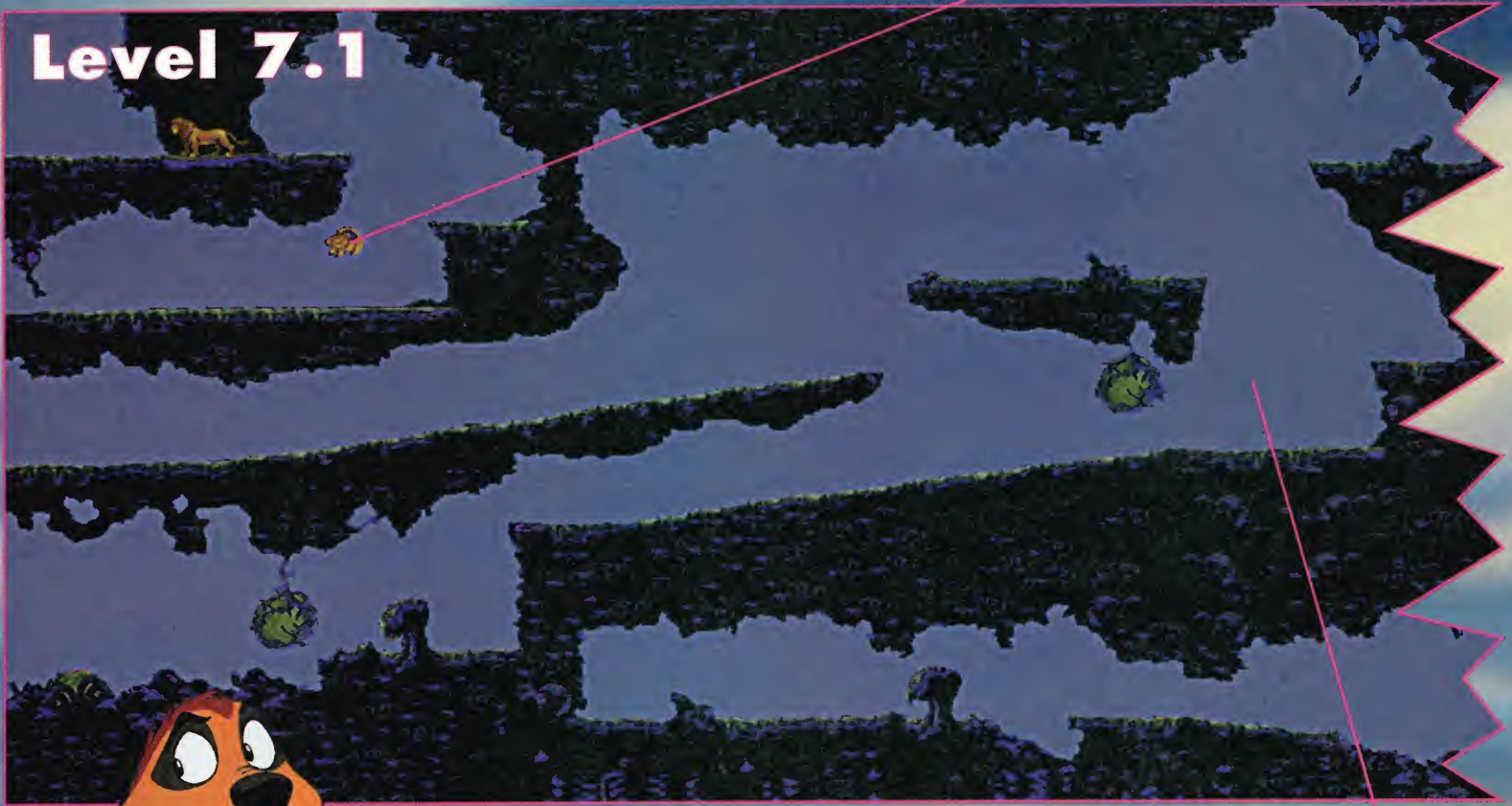
Simba's exile continues in level 6, where he frolics in the fast moving waters of the Willow Cascade. Let the flow of the water take you in the right direction in the first section, while you keep searching for the bug bonuses and stomp on the creatures of the cascade. The middle section involves the difficult falls crossing before you have to pit you wits against the ape at the end.

WILLOW CASCADE



Run through the restart point and continue over to the right via the lower route. Watch out for the leopard which ambushes you as you go along.

Level 7.1



Jump on the stone to release it and escape from its path by leaping over to the right. The stone rolls down the slope and settles as a stepping stone over to the next platform.

Keep swiping your claws at the leopards as they appear from nowhere and come at you baying for blood. There are five or six cats in the attack and this type of ambush happens all through the level.



Grab this energy Power-up and continue down the rock to face the final leopard ambush. Now claw away the overgrowth and continue.

Level 7.2

This is Rafiki Chase and enemies are all around. By now Simba has grown up into a strong and handsome young Lion determined to return to Pride Rock and reclaim his place as the rightful King. First though he must brave the ragged terrain of this perilous level, escaping from more rolling boulders and fighting off hoards of enemy leopards.

Begin the level at this point. Travel across to the left as far as possible, before moving up to the higher platforms to sneak through to the left.



More leopards attack along this stretch, so be prepared to swipe your claws in anger in order to progress safely.

Level 8

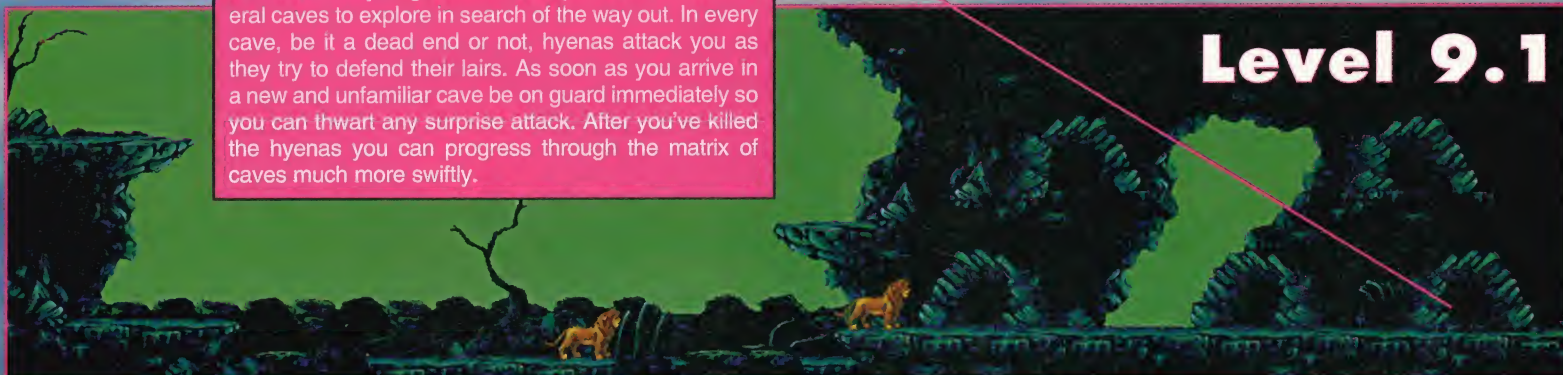
The Jungle Cavern level is set within a volcanic mountain, deep within the Jungle. Hyenas, leopards, bats and red hot lava are the main obstacles to overcome, as well as some tricky jumps and puzzles. Watch out for the steaming gushers, littering the caverns and spouting up at set intervals. Note the rhythm of these gushers and time your jumps when they are at their lowest.



It's all too easy to get lost in the hyena lairs, with several caves to explore in search of the way out. In every cave, be it a dead end or not, hyenas attack you as they try to defend their lairs. As soon as you arrive in a new and unfamiliar cave be on guard immediately so you can thwart any surprise attack. After you've killed the hyenas you can progress through the matrix of caves much more swiftly.

Head straight for the far end of the first choice of caves after defeating the hyenas. Go through this cave to arrive in what we've called Level 9.2 for simplicity.

Level 9.1



Enter this set of caves from the left hand entrance and climb over the platform in the centre to exit through this cave.

Do battle with the three hyenas and then make your way up to the top cave to exit to the next level.

Level 9.2



Do the same on this section. Start off on the left, climb up the rock face using the handles and exit through the right hand cave.

Level 9.3



Level 9.4



Leap up to this plinth from the raft and beat the hyenas senseless. Now run to the left side of the platform and time your jump forward to rejoin the raft.

Break through to the lower part of the caverns by jumping up at these stalactites and swinging your paws at them to brake them away from the ceiling. This causes them to crash down and blast away the rock blocking the way forward.

Enter this section from the top right hand cave, battle the hyenas and grab the bonus before exiting to Level 9.6 via the top left cave.

Now start off in from the left hand cave, fight the hyena and exit through the right hand cave to arrive at Level 9.7.

Level 9.5

Level 9.6

Level 9.7

Level 9.8

Simply kill the two hyenas, grab the bonus and walk past the tree to exit the level and be transported back to Pride Rock to reclaim the throne of your forefather.

Start off at the bottom of this section, kill the hyenas and then scale the side of the rock face to exit through the top left cave.



KABOOM BONUS

In the Kaboom bonus simply catch the bugs as they are tossed to you while avoiding the unfamiliar ones to bump up your score and gain extra energy and lives.



Level 10

In the final level Simba must defeat Scar to stake his claim to the title of King of the Jungle. Simba will have three conflicts with Scar on his return to Pride Rock. Each time Scar will be able to take a lot more punishment than you, so you really must keep at him until he's history. Be very careful on the dangerous route up to the top of the rock as thunder will set small fires going as you leap from pillar to post.

These overhangs can be awfully tricky to overcome, falling here could mean a long journey back to the start.



Now the final battle with Scar on top of Pride Rock. Keep striking him exactly like you have done in the first two battles, after an epic battle Scar falls to his death, the throne's yours and our exciting story's at an end.

Make it up to this straight section to catch up with Scar again for your second battle. Pin him down in the corner and claw like crazy to make the cowardly lion run off again.



This is the start point of the final level and the scene for your first big battle with Scar. Strike as many times as you can with your claws to make him run off.

BUG HUNT

All through the game, if you do well enough, you will take control of Timon and go on a bonus bug hunt. The basic idea is you dodge the wicked looking spiders and collect the familiar bonuses also found in the main game.



SUMMARY

GAME NAME: The Lion King
TIME TO COMPLETE: 1 Week
HIGHEST SCORE: Infinity +1
NUMBER OF LEVELS: 10
CHALLENGE RATING: Medium

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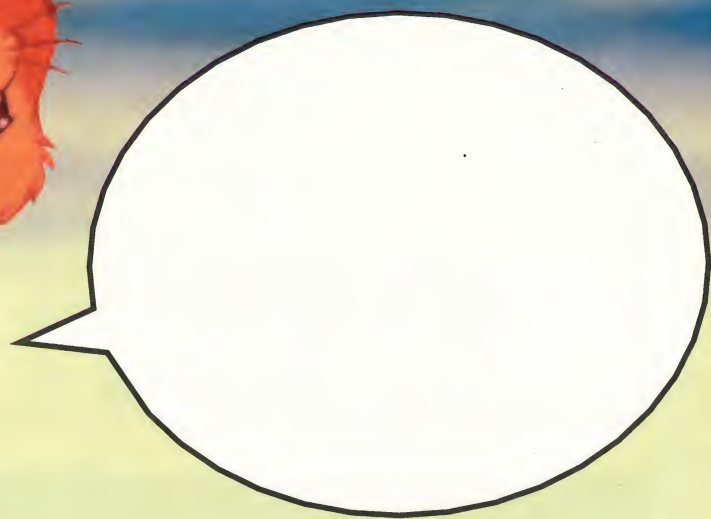


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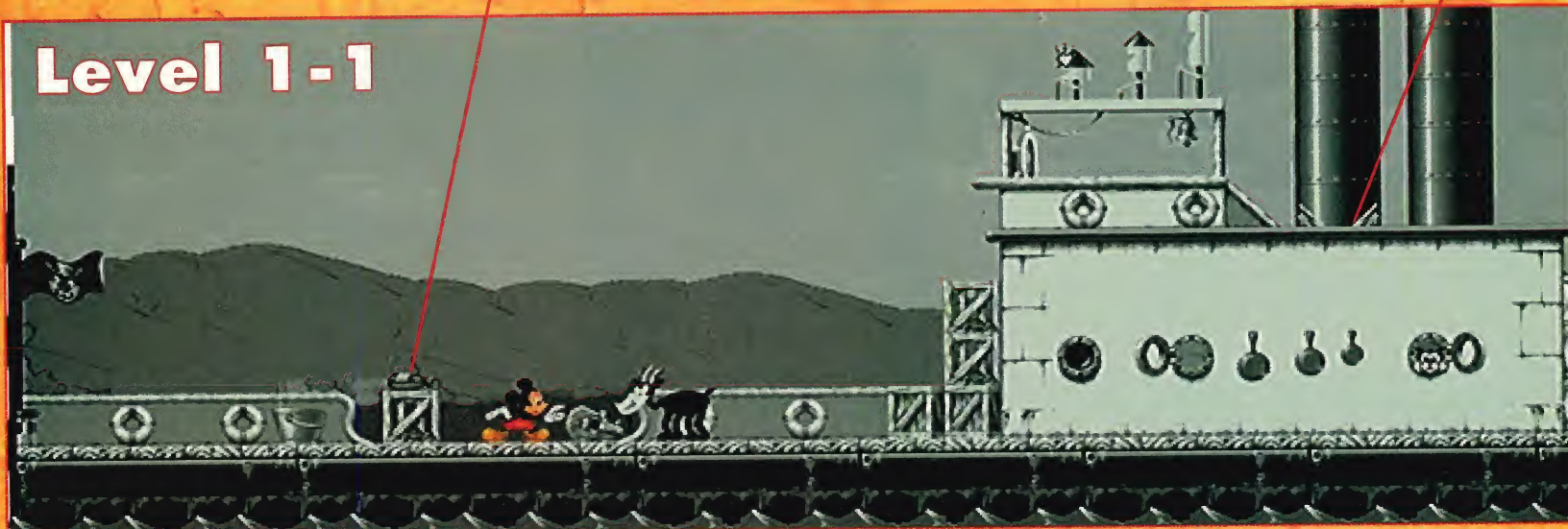
love him or loathe him, you can't deny he's the most adored cartoon character in history. With two games for the Mega Drive under his belt, it has to be asked whether he can pull off another. Can he do it? Can the third game be as good as the previous two? Well the answer is yes! If you love Mickey or your just a platform fan, then your in for a treat with this. It's got to be his best Mega Drive yet. So turn the page and enjoy a feast of graphics, as we guide you through six levels of adventure. All you joypad junkies out their, getting your trigger fingers twitching!

STEAMBOAT WILLY

At the beginning of the level, jump onto the bottle. This will shoot out a cork, which gets trapped in the cow's mouth. The music notes, coming from its mouth, now stop. After passing the cow jump on her back to release the cork.

When on the roof of the cabins, jump onto the dog's back. This opens a secret entrance into the cabins. Move left to pick up some extra energy.

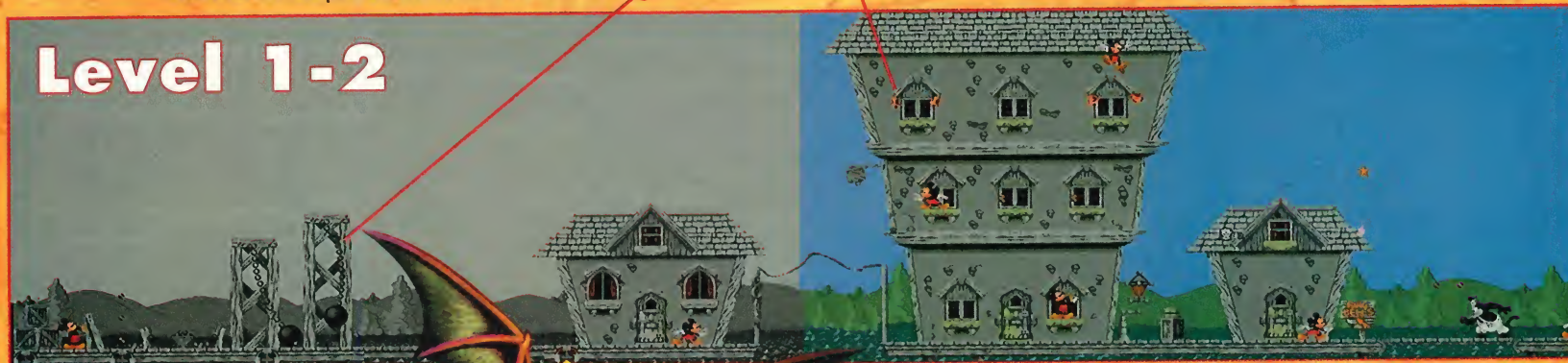
Level 1-1



When you arrive at the two large swinging balls there are some marbles to collect and an energy power-up (shaped as a star). Jump over the first ball when it's at its lowest point and then run under the second one.

To cross the bridge, you have to ring the bells on the top floor of the house on the window ledge. To reach there jump onto the sign and then onto the ledge. Be careful of the flying parrots as they persist in flying in your path.

Level 1-2



THE MAD DOCTOR

Level 2-1



As you cross the wooden bridge, keep an eye out for the swooping bats, but don't hang around, as the bridge starts to collapse as soon as you cross it.

Level two is based around the cartoon *The Mad Doctor*. Your task this time is to rescue our heroes' dog, Pluto. The Mad Doctor is obviously not an animal lover. While trying to rescue Pluto, you must dodge and think your way past the many sinister creatures and corridors full of traps you come across.

As you enter the building take things very slowly. When you approach the fire place be careful of the exploding skeletons that drop down from above. A skeleton will appear just after the fire place.

Level 2-2



When you see the crane come over to pick up a crate, leap onto the crate to hitch a ride from the boat to the pier. Make sure you're stood in the centre of crate to reduce the risk of falling and losing energy

The first level is based on the first ever Mickey Mouse cartoon. Here you are situated on the deck of a boat. From there you have to proceed towards the pier and onto land. This level is fairly straightforward, with you having to dodge things like the geese that poke their heads through the crates, trying to bite Mickey. Be careful what you touch, as you're energy bar will decrease rapidly with each mistake.

If you think you can handle the descending boxes falling from the top windows make an effort to get the Mickey ears situated halfway up the building, these give you an extra life.

To finish the level destroy the turning cogs. To reach the two top cogs use the springs that appear from the moving crates. When you jump on the spring throw a marble at the cog. About three hits should do the trick.

Don't hang around when you leap across these ledges, the boxes falling from above will reduce your energy.

Be careful when you shoot the skeleton on the stairs. When his bones scatter, they fly through the air in any direction.

This is near the end of the level, but don't think you're home and dry just yet. Before you enter the next level you need to collect as many marbles as possible, because you're going to need them. Make sure you collect these three, but beware of the swooping bats, that appear from the dark shadows.



Here you are on a runaway wagon. As soon as you start moving, duck! If you don't, there are three spinning grinding wheels that hang from above that'll slice and dice you. After dodging these, the next thing to worry about, is the pit full of goo. Don't be too hasty in jumping off to reach the next wagon, wait until your almost in the gunk before making your jump.

If you make it this far, the next obstacle in your path is a further couple of grinding wheels. This is followed by three balls with spikes on their edges. As soon as you have got over these, jump again, because there's another two out to get you immediately after.

Level 2-3



Level 2-4

This stage sees you descending down a tower on a dodgy set of wooden steps. At the same time, you also have to avoid the bats flying at you, and the barrels crashing down behind you. The best advice here is to keep moving at all times, if you stand still too long the stairs will crumble away from under you. Use the marbles to stun the bats and just leap into the air when the barrels are right behind him.



Level 2-5



MOOSE HUNTERS



When you swing across to the other side of the pit, be careful to avoid the skeletons that patrol the area. Use your marbles sparingly, but two good hits should always do the trick.

As you are walking keep a watch out for the over-hanging trees. The trees are old, and branches can easily snap and come crashing down on Mickey and Pluto.

Level 3-1



Keep very calm over this stretch of the woods, allowing Pluto to catch up with his master and not be left behind.

When Pluto points to the left hand side of the screen jump straight away to avoid the charging moose. If you don't you will lose a life. The marbles have no effect on the animal.



You've nearly reached the end of this sub-level. All you have to do now is jump the three grinding wheels, coming out of the ground. Having cleared that, you just have to make one more jump to reach the end.

Level 2-6

In the first room you enter, you see an empty glass jar. Push it under the first wooden plaque on the wall. Now run along and jump onto the ledge before jumping onto the plaque. You will see a drop of liquid fall into the glass jar. Repeat this procedure on the other two plaques. The glass jar will now be full, push this onto the bunsen burner. From there leap up onto the switch and wait as the burner ignites and boils the liquid. After about a minute there will be an explosion, this will open the door to the next part of the level.

Level 2-7

When you come face-to-face with the Mad Doctor he will open his cloak and throw a barrage of little red bottles at you. Avoid these whilst returning fire with your marbles. Don't collect the stars until your energy is getting low. Once the Mad doctor has been defeated another door will open, and you will see Pluto.

The main part of this level, sees Mickey out for a walk with Pluto. The only problem is a rampaging moose that's on the loose (as the saying goes!). Just keep an eye out for Pluto to point straight, this is an indication that something is rapidly approaching.

Keep a cool head at the end of this level to progress. When you see the moose just make sure you leap and clear it.



Level 3-2

To beat the moose avoid the rocks on the ground and watch out for the water, as it slows you down. Run over the apples to pick up your speed.

This level is fairly straightforward. As the elevator stops at each floor, use your marbles to kill the skeleton. Don't let them explode as it's hard to avoid the flying bones.

On the start of the fourth level you have to progress into the house. Jump the first pit and drop down the second. As you fall collect the marbles that are placed down the centre of the pit.

If you decide to make it to the third pit don't worry. When you fall, you can still pick up extra marbles and energy icons. When you land you'll land on a raft that will lead you to the cellar of the house. This is where the level really begins.

Level 4-1



Level 4 takes place in this old house. It all starts with Mickey entering the house through the front door, but it soon gets eerie as you drop into the depths of the cellar. As you plough your way through the hordes of ghosts that appear in front of you Mickey has to overcome all sorts of obstacles and tricks the ghosts throw your way. Take your time and proceed with caution as you enter each section and keep your eyes open for those ghosts. They appear whenever they feel like it — spooky eh!



If you can move Mickey fast enough leap up and collect some icons. Watch the raft as it won't hang around for you.

THE LONESOME GHOST



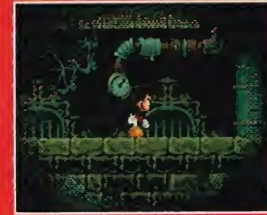
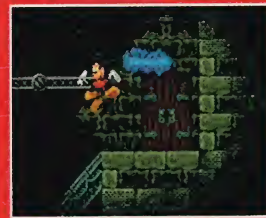
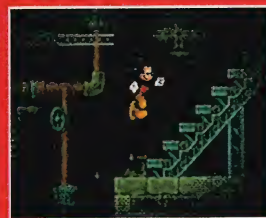
Level 4-3

As you get closer to the end of the level look out for the wooden floor boards. These will rise up under your feet and push you into the path of the ghost.



Level 4-2

After the raft trip Mickey has to avoid the perils of the cellar. Here you have to dodge the spooky ghosts while climbing the dark stairwells.



Progressing along the hall, the ghosts will appear in a random order. Don't waste your time firing marbles at them, wait until they roll up and disappear, before running under them.

If you jump up for this star be careful when your leaping across the stairwell. If Mickey falls, he'll lose the energy you just gained for him.

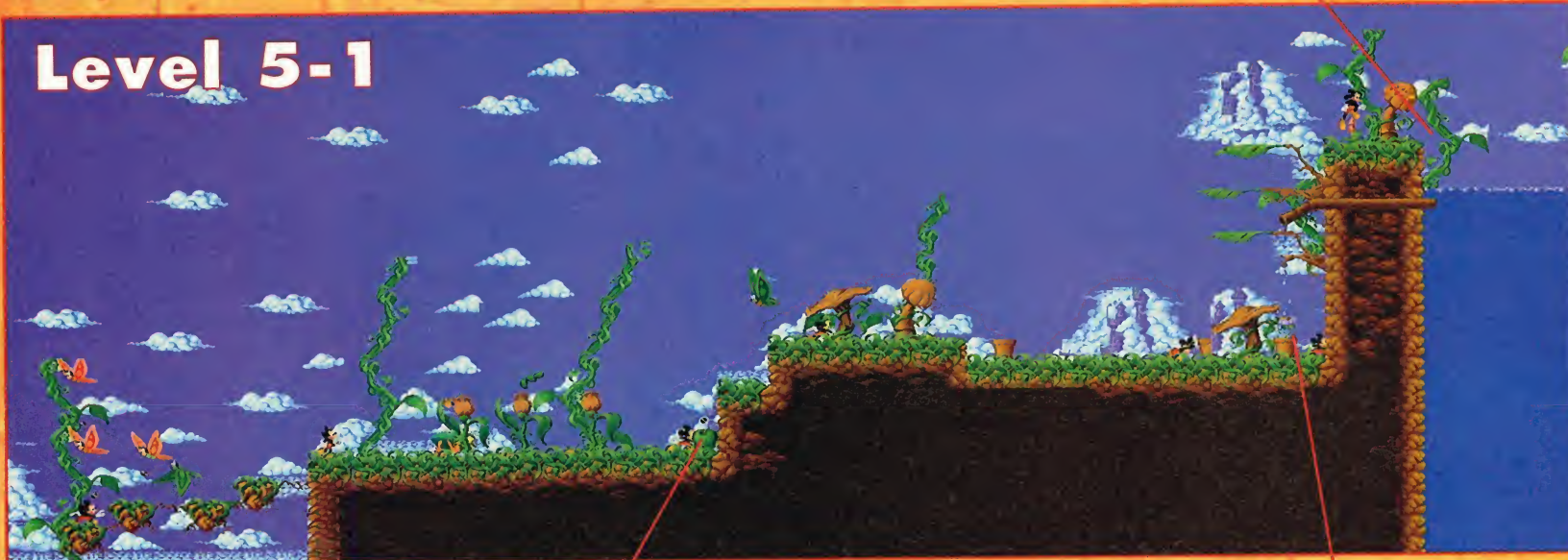
When you reach the table you'll need to push it to the foot of the stairs. Jump onto it to reach the stairs to the next floor.



MICKEY AND THE BEANSTALK

As Mickey sits in the boat that's made out of leaves, and floats across to the other side be careful of the swooping dragonfly that will constantly hassle you. Use your marbles to protect yourself.

Level 5-1



The apple has to be pushed to the side of the wall. When you arrive there jump onto the apple and then onto the next ledge. You cannot reach the ledge, unless you use the apple to help you.

When you come across the plant pot, push it along until its under the dripping water. Let the pot fill up with water and then jump onto the pot. This will enable Mickey to reach the next ledge.

The fifth level is based around the Jack and the Beanstalk fable. Mickey has five sub levels to conquer. Take your time and think before you move. There are a couple of logic solutions you will come across. Don't panic if you can't work them out straight away. If you really get stuck, read the solution!

Level 5-2



As Mickey descends into the depths of the tunnels you will come up against some large bugs. Use your marble ammo wisely. Halfway through the tunnels is a trap door in the ground. Open it and advance to reach the end of the level. Stand on the switch. Now come back through the level, when you get to where the trap door was, you will see an opening in the ground. Drop down this to reach the next stage.

When advancing across the giant table drop into the large wooden bowls. You never know you could find some handy bonus icons.

Level 5-5





Level 5-4

Watch for the bugs when they kick out. If you're not careful, you could find yourself at the start of the level again

If you reach the firework make sure it's set off. This will mean that if you're unfortunate enough to lose a life, you won't have to start at the beginning of the level.

Level 5-3

When you drop down through the hole in the ground, start running to the left immediately. As soon as the level lights up you will see this giant spider racing up behind you.

Keep moving at all times. When the bugs kick out stand behind them to get a valuable push along.

THE PRINCE AND THE PAUPER

To get this far you must be damn good, cause this is no easy game! This is probably the best level and the hardest to beat. Here you come up against knife throwing wolves and large arrow firing bears. They are all out to stop you from completing the level, so grab your joypad, strap yourself in and prepare to do battle!



Level 6-1



When you find the wooden chest, push it along to the left hand side of the screen. Jump onto the chest, onto the ledge and leap to the wooden lights. Push the D-Pad left and right to swing the lights. When you've built up momentum jump from one to another and onto the stairs

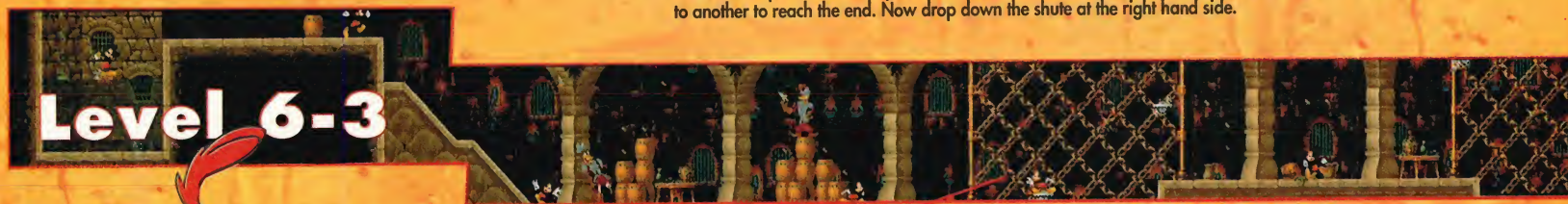
At the end of the top floor, Mickey will come across one of the mean bears. To defeat him, throw everything you've got at him.

Level 6-2

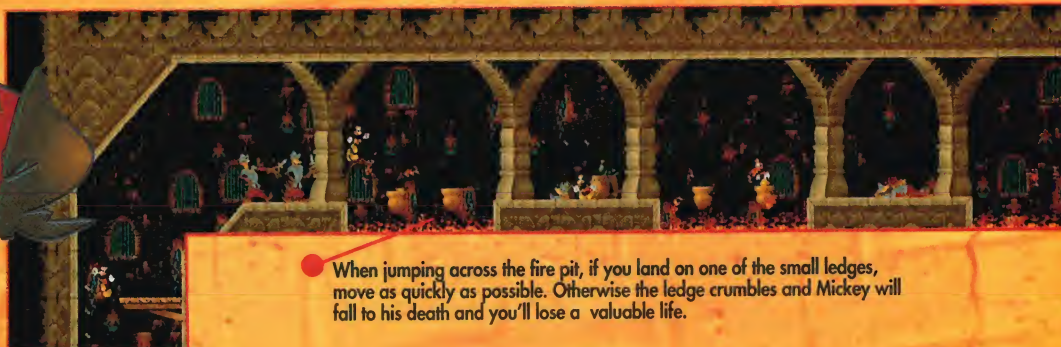


On this level pull the lever to produce a small wooden ledge. When it appears jump from one ledge to another to reach the end. Now drop down the chute at the right hand side.

Level 6-3



On these mesh frames, stand still on the platform that's moving round, but be aware of the small rotating spikes that are positioned on the cross frame.



When jumping across the fire pit, if you land on one of the small ledges, move as quickly as possible. Otherwise the ledge crumbles and Mickey will fall to his death and you'll lose a valuable life.



Jump onto the wooden moving platform. As soon as you see the spikes appear jump to the right onto a small wooden ledge, but don't hang around it soon starts to crumble. Jump up onto the ledge above you and onto the brick ledge to the right. Well done you've completed this section.



When your leaping over the pits of fire try to throw some marbles at any unwanted nasties waiting for you.



Level 6-7

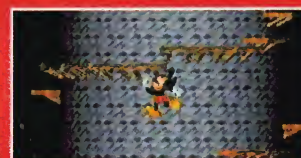
This is it the end Guardian. He's one mean mother too! To defeat him use your marbles. When you see the spikes on the cart appear, position them so that, when he launches into the air for another attack, he'll come crashing down on the spikes.



Level 6-5



To avoid the fire wall creeping up behind you keep moving as fast as you can. As soon as you see any of the misfits trying to stop you throw a marble at them to stun them.



SUMMARY

GAME NAME: Mickey Mania
TIME TO COMPLETE: 1 Week
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 6
CHALLENGE RATING: Hard



Infinite Lives.
FF04670003.

Cartridge supplied by:
Game (Bournemouth)
Tel:(0202) 311668

Training Camp

In the training camp awaits the easiest and most straightforward circuit in the game. In order to qualify for the 1-Player Challenge, you must beat the rest around this square track on ATV bikes. With only four right hand corners to negotiate, it's a piece of cake!

Be in the lead as you go into the first of these corners in the top left of the circuit. Get ahead early and stay in the lead as you go over the finish line to complete the first lap. By doing this you're deemed the Super Lap winner and automatically qualify for the next contest.



centre of the plank. In order to dodge the drill come out of the top left corner and stick to the left hand side of the plank. If you drift in at this point or at the bottom left corner where another drill is lurking, you either bounce back or are pushed off the plank.

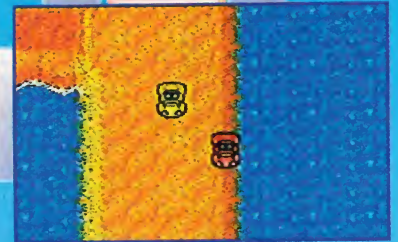
At the bottom left corner slow up after the second drill in order to make the tight bend to the bottom straight and back onto the main table. Open up on this final straight, only slowing slightly to take the last corner, which appears just after another oil patch. You're now three or four seconds away from the start/finish point to complete the first lap. In the normal race you go around the circuit three times but although this race can be tough at the start, with practise you'll be able to get another guaranteed Super Lap Auto-winner place.

Driller Killer

First up are the Rally cars for a taste of table top mayhem. From the starting point on the left of the main table, race up a short distance before turning Left, just after the end of the large Note Pad. Now you're on the longest straight in the game, take a position close to the centre of the straight. At the end of the straight you go past a small oil slick, this is the signal to slow down to take a tricky left.

This corner leads you off the main table and onto a very small stool. The stool is connected to another stool via a long wooden plank. This plank forms the left hand straight and is the hardest part of the level. As

you come away from the top left corner onto the plank there is an electric drill on the right. This drill rotates in and out, coming over the



Sand Castles

The first of the beach buggy levels is similar to the Sahara Sandpit level in the original *Micro Machines*. Head up from the start on the left side for a short time before coming to the first right turn. All the bends in this level are at right angles so you really have to over-steer the corner to slide around it without losing too much speed.

The first turn leads into the top straight which has stones and shells in the sand. Driving over these makes your vehicle jump like a spawning salmon but as long as you don't stray, you should stay on an even course for the second corner. This corner flows to the right so you're travelling down the circuit. As soon as you come out of the corner, make sure you're positioned in the centre of the trail as the track narrows as it goes over water.

When the track begins to widen, prepare for the third right turn which is again at a right angle. The following straight is fairly short, with the fourth right turn following on and leading you back up the course.

The next bend leads left, around the top of the spade and left again to run down the left side of the spade. Prepare to swerve right before dodging around the ice-cream cones and taking the sharp angled U-bend to the biggest straight on the left. This straight leads back to the start/finish point.

The best driving game available on the Mega Drive, *Micro Machines*, has just been bettered by its sequel. *Micro Machines 2*

is undoubtedly the most enjoyable, challenging and entertaining racing game ever to grace the Mega Drive. This has prompted the top notch drivers here at SEGA XS to play the game for hours and hours to bring you a complete players' guide to the best circuits. We've got all the action, all the information and all the hottest tips in town to beat the toughest tracks in the game.

Remember, when it comes to cracking games, SEGA XS is the driving force!

MEGA
DRIVE

CODEMASTERS • ARCADE RACER

MICRO MACHINES 2

PINBALL PURSUITS

Formula 1 is the mode of transport in Pinball Pursuit, one of the fastest courses in the game. Bright yellow stars represent the route around the pinball machine, but corners can be cut without blowing up. Start in the usual position on the left and drive at top speed up the course. The stars bend to the right in a diagonal direction before scooping around the pinball bumpers in the top central area of the level, taking a diagonal route away and down to the bottom right. Don't worry too much about sticking to the Stars but don't try to cut across the board because you'll explode.

After the diagonal direction, the stars lead back into a straight between a space rocket on the left and its launch bay on the right. As you go past the launch bay, stray further into the centre of the table, nearer the rocket. This allows you enough room to dodge around the flipper in the bottom right corner of the route.

The stars then lead into a sharp right bend, around some more bumpers and onto the other side of the space rocket. When you're dodging around the bumpers, slow down and try to weave between them. If you come into contact with them, your car reacts like a pinball and is bounced about losing valuable time.

As you race past the rocket, move into the centre again to give yourself room to plough straight past the final flipper. The route now goes left and straightens back out as you race to the finish line to complete a lap.

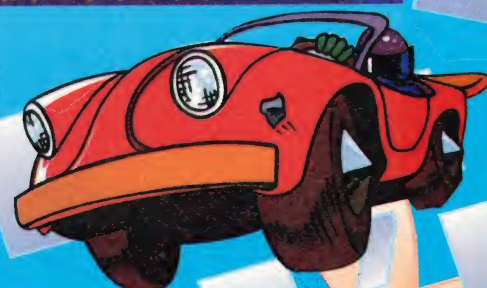
Cob Challenge

Now to the dining table for crazy food frolics with the Dumper Trucks. From the start point, half way up the table on the left hand side, head along the pea-lined track until it slopes around the bread bun. The track then runs wide of the food and cutlery, but you can take a more direct route around the first right hand corner by steering close to the knife and running over its blade. This takes you along the track between the dinner plate and the edge of the table.

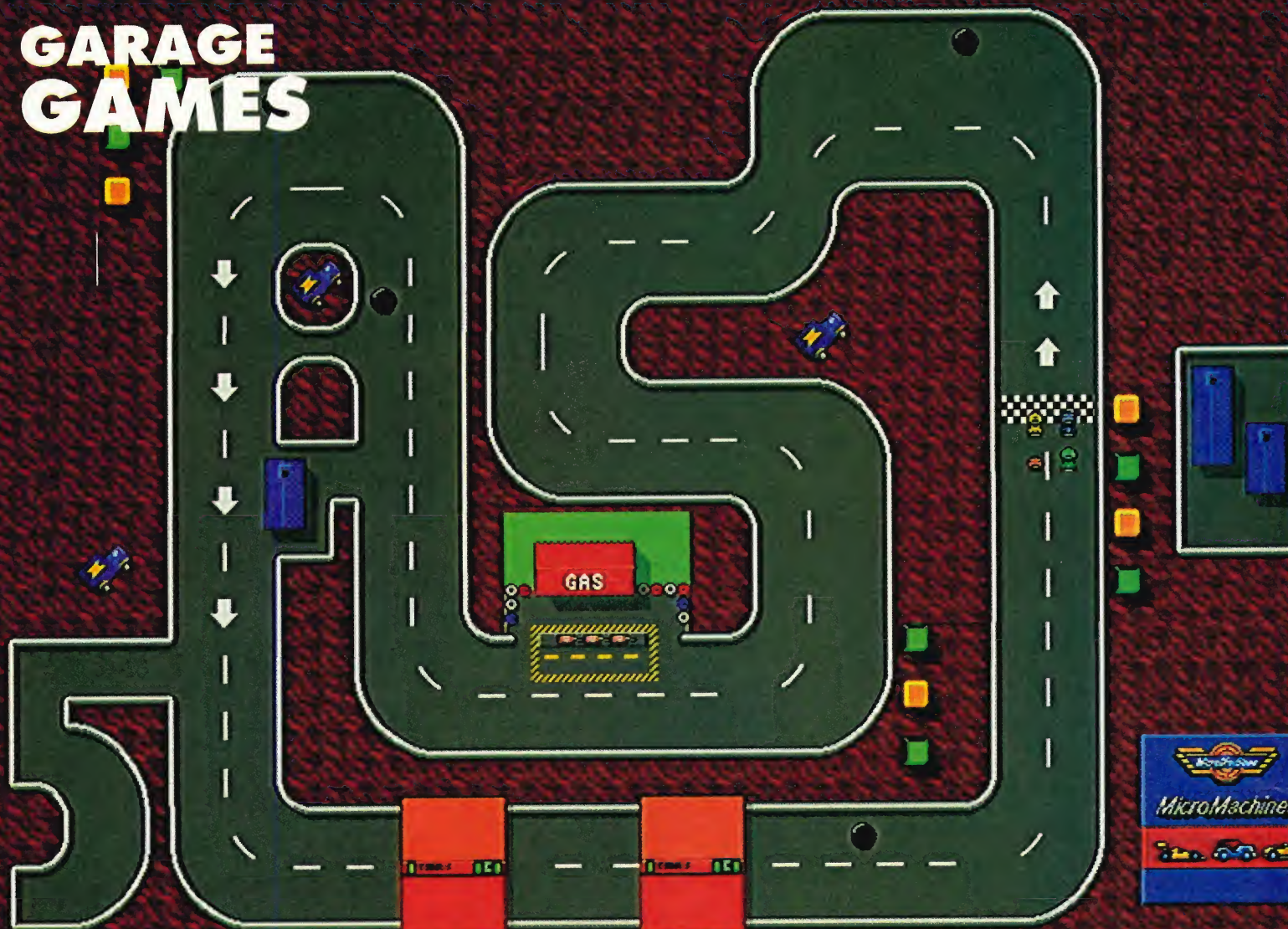
The track then kinks a little before coming to the first main obstacle, the corn-on-the-cob. The cob links one dinner table to the other and you must drive over it while it spins around on a skewer. This can appear very difficult at first but the secret is to tap left once you get on it. This works against the spin of the corn and takes you across in a straight line. Once you're onto the second table, the track continues to the right in a straight line before producing a sharp bend to the right.

The route now strays in-table and goes through a small gap between a wine bottle and a pepper pot. Slow

down at this point to glide through the gap and continue down the table until you pass the bowl of soup on the right. Move to your left to create a wide approach to the bottom corner so you can make it around the knife overhanging the track. This opens into a straight to the next bridge of corn. This time press right to compensate for the cob's spin, before pushing left as you come off. This takes you wide of the track but allows you to push right and cut the final corner as you steer close to the dinner plate.



GARAGE GAMES



The mini-micros here are an even smaller version of the Micro Machines! The starting gate is on the right of this small and bendy course and a good start into the first left is essential. These small machines really do go quickly so brake into every bend and corner, sliding the bug around the road and quickly into the next turn. The first left brings you around a U-bend into a mad chicane, which starts with a right bend, turns into a left U-bend and ends up with an immediate right hander into a very short straight! Getting around this section of the circuit is the hardest task in the level, especially as the other cars often bump you off course.

The next short straight goes into a big right before straightening to glide past the toy gas station and head into another tough right turn. Speed up on the straight before turning full circle on the high U-bend to go round the roundabout and onto the largest straight section. Speed up and take the penultimate bend as quickly as you can. The bend opens up into a wider road with just enough room to screech round the bend and onto the clear track under two tunnels. After the tunnels you hit a small oil slick before the final bend, so dodge the oil, throw the car into the final left and shoot up to the finish line.

Ceiling Circuits

The attic is the venue as you take control of a speedy off-roader for a run around the rafters. The thin track is made up of wooden beams in the ceiling so the space in which you manoeuvre is cut, with a long fall being the punishment for the slightest mistake.

The start is on the left again with a short straight run to the first right-angled corner. On the first lap watch the enemy cars for indications of when the corner is coming. As soon as they slow down and branch into the corner, follow suit and break onto the top straight. Good use of the break is required to go into the cor-



ATV ACTION



warned, the third right hand corner comes up faster than the previous one.

On the bottom of the course use your speed in short bursts as the fourth right leads straight into a left/right chicane. Breaking in the right places and sliding into the middle of the next beam takes plenty

of practice to master, but, when you're experienced on the course, the chicane can be the point to increase a lead or get closer to the car in front.

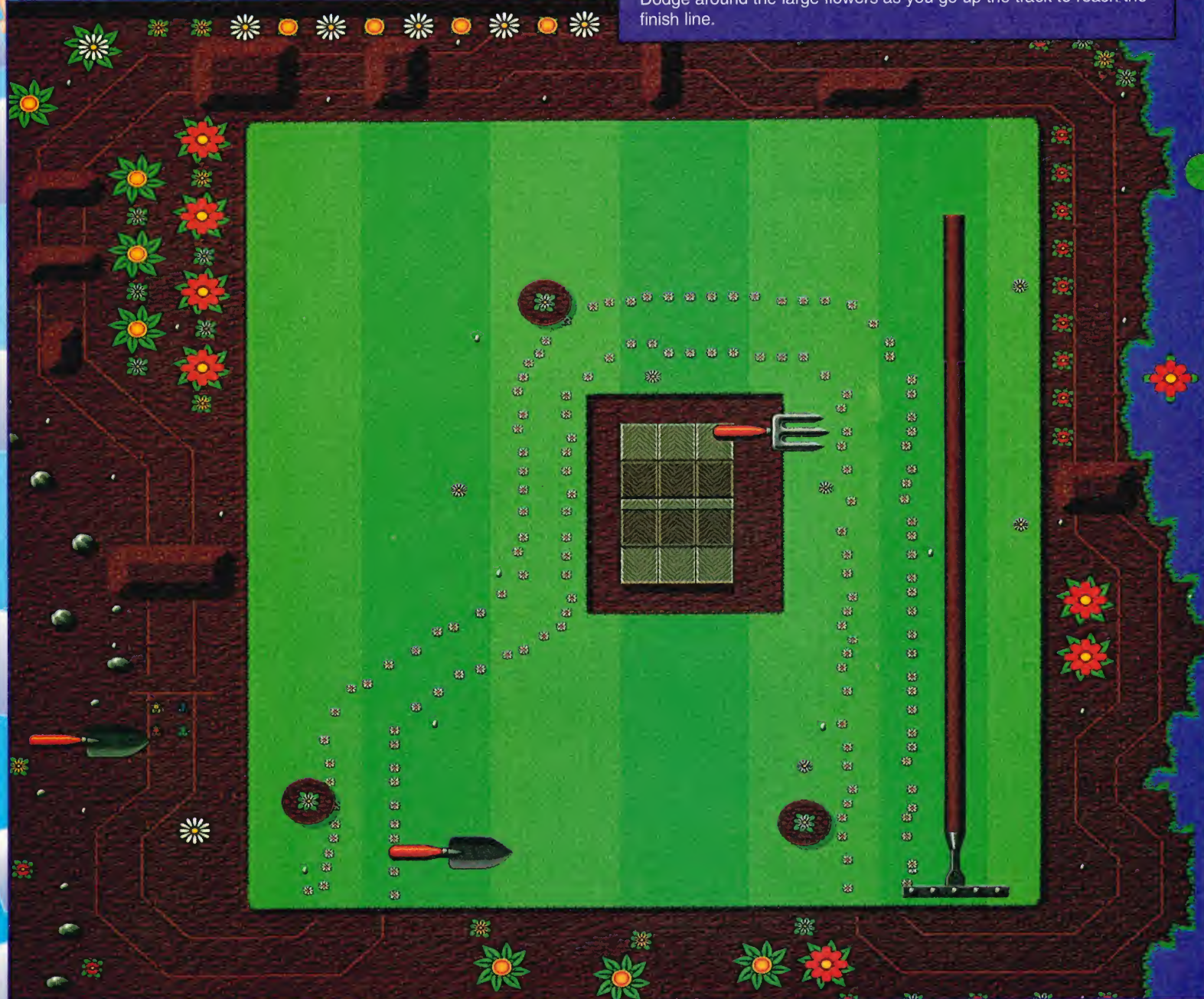
The long straight at the top of the attic is a good chance to speed up but be alert to decelerate and turn into the right hand wooden ledge. This beam is another chance to use the off-roader's speed but, be

of practice to master, but, when you're experienced on the course, the chicane can be the point to increase a lead or get closer to the car in front. The final right corner of the chicane leads back onto the start beam to complete the lap.

From the start point in the bottom left, rev up to the first of the dirt jumps and press right while in the air. Take all the jumps on the inside while pressing the D-pad towards the centre to ensure you don't stray out of bounds. The top straight is a good opportunity to get ahead of the rest of the field, as you get toward the end of the road cut out the corner by driving across the green in the centre of the circuit. Be careful not to overrun though as a large stretch of water awaits!

Continue down over the jump and turn into the green. Drive along its side to cut out the next large corner. Turn into the right at the bottom corner of the green to connect with the route again, before skidding into the next right. This takes you onto the green where the dirt track turns into daisy lines to the left of a garden rake.

Follow the daisy trail and drive left then left again around the top of the dirt quad in the centre of the green. The daisy track now branches towards the bottom left corner of the circuit, where a sharp U-bend takes you from the green back onto the dirt track. Dodge around the large flowers as you go up the track to reach the finish line.



Three Wins Bonus!

Win three races in a row to go for an extra life driving a monster truck around collecting Micro Machines. These small toy cars appear in front of your truck and all you have to do is drive over one to collect it. You only have 30 seconds to collect 30 Micro machines. Go too fast and miss one and you have to return to collect it before continuing. Extra lives will prove invaluable to completing a challenge.



As you make the corner, you pass over the third floor grate, which indicates the next right hand corner is very close. Slow down to make the bend and stay at a controlled speed to pass through the left turn that follows, just after

the fourth grate. The final turn comes swiftly after the previous one, leading you back onto the home straight at the final floor grid and up to the line.

Ball Bonanza

In the original some of the most enjoyable levels took place on the Pool Table, the same applies here. This first Pool level is played using the long sides of the table at the top and the bottom of the circuit, with the start point just below the top centre pocket.

From the start, head left, moving towards the top cushion to dodge the chalk. Straighten up until you pass the triangle at the bottom of the track and then prepare to drive into the first pocket in the top left. This trans-

ports you to the bottom left pocket, so pull to the right as soon as you spring from the pocket. This keeps you on the track, stopping you from crashing into the balls at the top.

This is the longest straight so, before you get to the bottom centre pocket, move your sportscar to the bottom of the track, staying just within the chalk boundary.

This positions you correctly to dodge under the black ball just up from the centre pocket and give you enough time to move to the top of the track, avoiding the chalk cubes near the bottom right pocket.

Slow right down at this point and head up to the edge of the table at the right hand side via the playing cards. Now you're on the outside of the table, with a right hand turn to make in order to get along the bottom edge and avoid the bottom right pocket.

Position your car close to the far edge to give yourself enough room to drive past the centre pocket at high speed without falling in. Continue on past the centre pocket and prepare to slam on the brakes and slide around the right handed bottom corner when you see the pocket come up. Drive along the left edge, slowing up to make the turn onto the top edge, when you see the chalk cubes on the inside edge near the top left pocket. Position yourself on the outside edge so you can glide past the top centre pocket and have enough room to slide around the top right pocket and brake to turn right, down the playing cards and back on to the green baize. Now simply drive straight on left to the start line to complete the first lap.

A word of warning, on the second and third laps the balls in the bottom right and the top right begin to move around, trying to hold up your

progress. Always be prepared to slam on the brake and slip around the balls or wait for them move aside.



Whine On!

The second Dumper Truck race takes place on a massive dining table. You start off in the centre of the table and branch off towards the top right, past the large Cottage Pie before taking the first difficult right turn around the dinner plates close to the top edge. This short straight leads to another tough right, near to the right hand edge, before leading into the table a bit more to dodge between the peas and spilt gravy!

Make sure you stick to the track to make the narrow gap though the middle of the wine bottle and the first bowl of soup before throwing your dumper truck into a left and then a swift right that brings you ever nearer the edge of the table. Now swing and slide around the bottom right bend to get onto the long straight at the lower edge of the table. Take this at the highest speed possible before turning tight right between the knife and fork.

Follow with a swift left, taking the truck across the corner, over the knife blade and slightly off the track at the bottom. This cuts two corners out and stops you getting caught in the next fork. Now squeeze around the tight right U-bend to fly around the bowl of peas and the corn-on-the-cob.

This leads to the top edge of the table so tuck into the inside to make the right turn over the green place mat and back towards the centre of the area. Now drive fast and straight, before swooping round the final U-bend to meet up with the finish line.

Roller Coaster

The Convertibles are the next mode of transport and they're probably the fastest. This level takes place on a decorating table, with brushes, wall paper and rollers to dodge at break-neck speed!

From the start in the central top position on the main pasting table take a high speed giant U-bend to

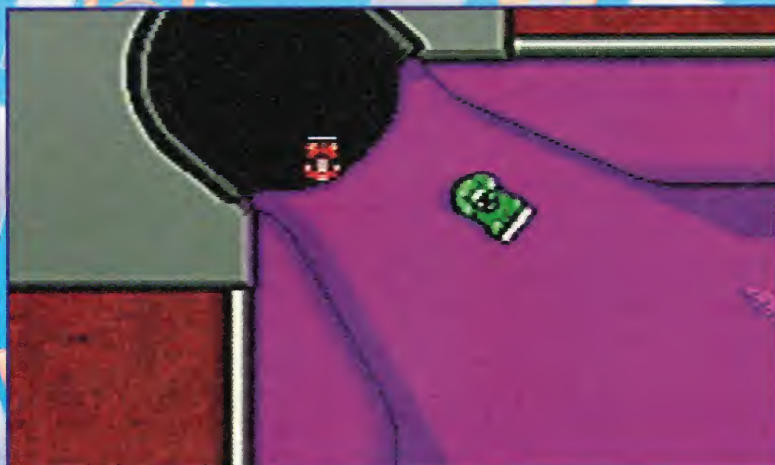


Lights Out!

Now to the cellar for one of the hardest courses in the game. It's difficult due to the sheer speed of the other competitors and the lack of light in the cellar. The corners of the track are very hard to make out and can also be confused with the maze of water pipes running around the cellar floor.

Arrows on the floor guide you from the start point on the left hand side right around the course and back to the start. From the start, accelerate straight up until you drive over the first floor grid. At this point prepare to brake, slide round the bend and then throw the car into another right hander. All these corners are square, so the turns are very difficult to judge correctly.

Now a left hand corner appears very quickly and leads you into the first main straight. Accelerate but prepare to throw another right as you see the second floor grate. On the back straight speed up for a short while. The right at the bottom of the back straight is the hardest to judge with no clear land marks to indicate exactly when the corner arrives. This is where the race will be won or lost. Turn too early and you get caught up in the pipe lagging, slowing right down, turn too late and you'll crash into the gas pipes at the bottom of the course, wasting valuable time getting back on course.





TREEHOUSE TILES

The next race features the 4X4's in the tree house. From the starting line move up a little and then diagonally to the top right to swoop around the large rectangular brick and onto the right side of the tree house, heading down the track. Hit top speed at this point and squeeze between two red bricks. Go right and continue down the right side to dodge the toy gun to the left. Slow down at this point to make sure you drive onto the tree branch without falling through the gap. Now speed up and turn right when you get over the branch and onto the roof. Take a diagonal route to the bottom left of the tree house and straighten up to by-pass the hole in the roof.

After avoiding the hole, turn right to follow the track to the guttering around the roof. Stick to the bottom side of the guttering, away from the cracks in the edge, and turn the right-angled corner to head back up the screen. Now accelerate to top speed for the jump at the end of the pipe. As you hit the end of the pipe push the D-pad to the top right to connect with the branch on the other side.

Now follow the track around the mobile phone and slow up for the U-bend back around the bottom of the tree house. Stick to the right side of the track in order to slip past the second toy gun and continue past the sweets, before cutting to the left to miss an awkward corner near the bottom edge. Rejoin the track, past the other side of the toy gun, to reach the finish line.



the right. This brings you onto the right hand edge of the table so stick to the middle of the track to gain a great position to leave the first table and travel to the second through a large roll of wallpaper. Once in the tunnel keep a straight wheel so you don't waste time bouncing around the inside.

Throw a swooping left turn on exiting the tunnel. This takes you off the track to the inside so you cut out the next big corner and have a better chance of making it around the bottom straight without flying off the bottom edge of the table. Now make your way to the centre of the track and stay there until the roll of wallpaper on your right ends. Put on your brakes for a second while you fling

the car into the large right bend and steer for the centre of the track. This ensures the quickest possible entry onto the long wooden plank taking you back to the top table.

As you hurtle up the plank, watch out for the beginning of the top table under the plank. When you see that, apply the brakes and turn to the right, sliding into the U-bend and dodging the small paint pots. Position your car in the centre of the track to miss the roll of border paper blocking the right of the lane. This will ensure you're in the perfect position to drive down the road and enter the second wallpaper tunnel.

When you exit from that roll, slam on the brake and make a swift left turn to fly around the U-bend and

then take a little time to line yourself up in the centre of the rising track. Drive in a straight line up the centre of the road to go through a hollow paint pot at top speed. This allows you to jump back over to the top

table via a spinning paint roller. As you leave the jump push up to counteract the roll on landing and gain enough momentum to make it to the line.





FERRY FIASCO

Bury My Body

This strangely titled race takes us back to the beach. The reason the race is called **Bury My Body** is you actually race around a man whose body is buried in the sand, with only his face and toes sticking out (logical really!).

Start on the right hand side of the

beach, facing two sandy jumps before a long left brings you onto a very small straight at the top of the area and then leads into another large right. This now brings you on to the left side of the beach where you dodge around the man's face!

Follow the looping back straight taking you down the left side of the spade and then under it with a sharp left curve. This leads to a very fast right U-bend through the ice-cream cones and brings you down into another short straight. The track leads between the toes of the buried man, so brake and make a sharp left and left again to return to the home straight.



This race in the kitchen is a firm favourite of the XS crew. On four-way play the sponge raft section is great fun as you attempt to knock each other off the raft. From the start, on the right of the kitchen bench, get up to full speed as quickly as possible and try to nudge the opponent's cars into the obstacles on the right. As you race up the track, make a sharp right as soon as you pass the toaster, and then straighten up as you head towards the sink.

When you see the sponge raft in the sink break hard and slide onto it. If you're the only one on the raft stand still to cross the sink to the draining board on the other side. However, if other cars are on the raft try to bump then off into the water by ramming them and then braking. Another tip we found gives you a chance of survival even if you miss the boat. Drive to the bottom of the screen and, if the raft is still visible, it's possible to cross to the other side on the rim of the sink. This is a cheeky manoeuvre when it works!

After the raft section, head across the draining board. The circuit now goes right and heads down the far side of the kitchen, passing the sugar lumps and the tea cups. As you pass the second cup, break and turn sharply to the right to stay on the bench. Then move to the centre of the track to drive over the bridge to the next table.

As you arrive on the left of the bridge, break again and pull up to the top left, by-passing the snaking track and connecting with the cutting board to take you across to the left-hand kitchen bench again. Once over the cutting board, quickly break and pull to the left to turn almost full circle around the tea cup and back up to the finish line.



Bathtub Burn Off

This race is a simple circuit of the rim of a bath tub using dragsters. The great difficulty is the lack of room on the rim, plus the corners are exceedingly sharp. Couple these conditions with the fast speed of the dragsters for an extremely quick and dangerous race!

Start on the left of the bath tub heading towards the taps. To make sure you finish the race, don't let other cars knock you into the soapy suds. Concentrate on keeping a straight line until you see a towel rail on the left of the bath. This indicates the top left corner is coming up so, when the rail comes to an end, slam on the breaks and turn right to slide around the corner before hitting the acceleration button.

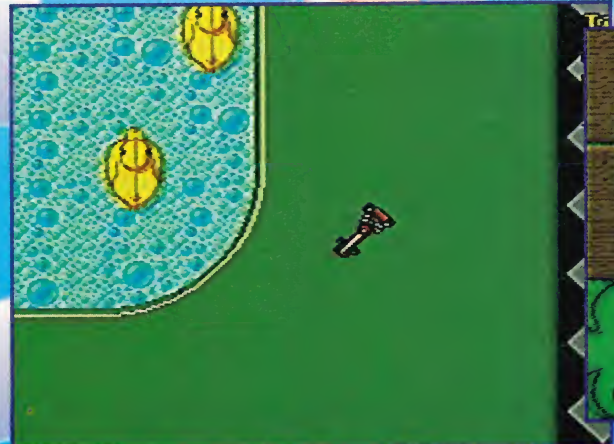
This is the point to really go for it, over the two flannels and on towards the bottom right corner. A set of yellow rubber ducks floating in the water signal the approach of the corner. When you see the ducks, hit the breaks and take the third right corner to run along the bottom edge of the tub. This is another short straight, like the top of the bath. When it begins to widen out into the corner, break again and run through the line of the inside curve to complete a lap.

Piano Panic

This race occurs in the Music Room where you take control of the Monster Truck. From the start drive past the Bongo and take the first easy turn to the left along the drumstick-lined track. Keep to the centre of the track to make the jump to the next table where another easy left leads down to the bottom of the Music Room, past the back of the electric keyboard and through the gap between the tape recorder and maraca.

Now move diagonally, passing a tape on your right, which is the signal to go tight to the track to slide around the fast U-bend, leading along the bottom edge of the table. Continue until another tape signals the right turn back up the table along the other side of the tape recorder and the electric keyboard, before turning to the right to dodge past a mouth organ.

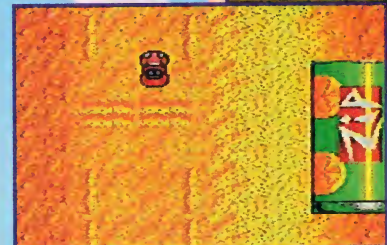
The track now leads to the main feature of the race — a drive over piano keys. After travelling the full length of the ebony and ivory section, the track leads to the right. Take the bend at top speed, in the centre of the track, to make the jump to the next table. Once you're going again, speed up the centre of the track for the next jump. From that jump head for the bottom left of the table to cut out the long corner, before straightening up for the jump back onto the first table. Head left, slow for the last right, before speeding up for the final jump back to the start.



Banked Oval

This is a straightforward but fast beach circuit. Start on the right of the beach, next to the pop can. Accelerate quickly and continue up the track in the centre. Watch the top of the screen for a ring pull. This is the signal to come off the gas and throw the car around the next left hand corner. Continue on the track for a second or so at top speed before steering left again onto the back straight. Try to steer into the middle of the track, staying away from the banks, unless you're nudging another car over the bank towards the water.

Watch out for a green spade on the right and turn the car left again



when you pass its handle. Try to stay on the track for another second or so to dodge the stones and shells on the top bank before flinging the car into the final left and heading for the finish line.

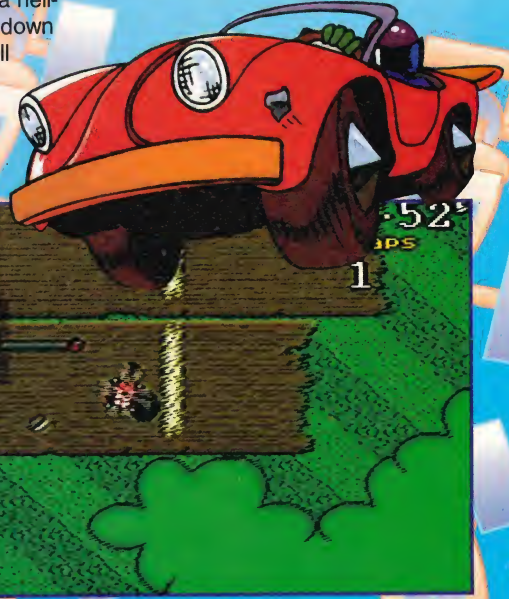
Brick 'n' Trees

It's back to the tree house for a helicopter ride. If you press up or down on the D-pad the helicopter will rise and fall. At its highest the chopper flies over bricks but not trees and at its lowest it dodges under the

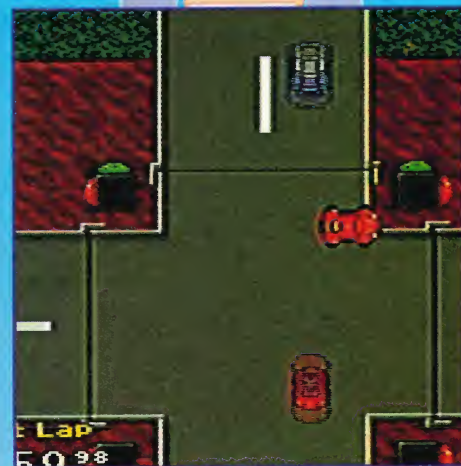
trees but bumps into the bricks. From the start in the top left of the tree house, follow the track to the right, straying to the top of the track to dodge the brick. Now fly over the gap, dodging the tree at the top, and lean around the brick in a clockwise direction to find the first main straight. Follow the track to the edge of the floor and break to the left to go around the tree and catch up with the track again on the next floor. Head between the two bricks along the

track and branch off to the left of the mobile phone so you give the next tree a wide berth.

The track now heads to the bottom left of the screen, passing over some sweets. Fly to the bottom edge of the track, taking up a position to glide through the two treetops in the bottom left corner. After the tree tops the track turns sharply to the right between the final trees. Stay in the middle of the track and fly on beyond the final brick before turning slightly to the left to meet up with the start line again.



CHAINSAW CHASE



Crossing Chaos

The mini-micros make another appearance in this toy garage section. Start in the top left corner of the toy garage. Get up to top speed immediately and drive in the centre of the road. You now come to a ramp over some broken track. As you go over the jump, push the D-pad to the right and let go of the acceleration button. Watch out for the rather sharp right hand bend on the other side and continue to push right to stay on the course. Now head to the right along the track.

At the cross-roads don't hesitate. Plough straight through the red lights before they change so the dozen or so mini micros are unable to drag you to the top or the bottom. Continue on along the track and drive under the tunnel. When you come out of the tunnel, give it a second and then slow down to take the next right bend. As you head down the right hand side of the garage, you pass a building on your right. Continue for a second and then slow for the next set of turns. The first is to the left and you'll have already slowed down enough to take it and position yourself on the inside of the track. Now a very small straight leads to two lefts that form a large U-bend. This brings you around to the petrol station, signalling a right bend.

Begin to accelerate again, taking care to hug the outside of the lane, making it easier to drive over the roundabout leading to the next tight right. Cut this corner and the next corner slightly, by driving in a diagonal line, intersecting the bends before lining back up with the track to fly along the straight and under the car wash. As you come out of the car wash, slow down and throw the car around the final right hand bend. Now you only have a long home straight with a roundabout in the middle to negotiate.

Chainsaw Chase sees a return to the workshop for an explosive track featuring the rally cars. From the start point in the top left of the work bench drive up at full speed for a second and slow to take the first right hand bend. This short straight leads along the edge of the bench, over a short plank and onto a stool. As soon as you hit the plank, slow down and drive to the right in order to ride onto a second plank, taking you away from the stool. The second plank is quite a lot longer than the first so be ready to break and turn into the left at the second stool when you see it. This leads to a third stool on the right so continue onto the second main table, taking the very sharp left bend and then race off towards the top of the screen.

On the right you pass a large yellow chainsaw that makes mincemeat out of you if you get too close. Try to bump other cars off the track and into the chainsaw to extend your lead. The track now continues up the screen before reaching a large U-bend taking you around to the other side of the chainsaw. Watch your position and try not to get too close to its sharp teeth. Carry on down the back straight, slowing up just after the chainsaw to take an easy right hander, past the first-aid box and back to the centre of the track for the next plank.

This long piece of wood takes you back onto the main table and brings you around to the left of a second chainsaw. Stay to the outside of the track as you go past it to arrive on the home straight.



Musical Hits

This is the second monster trucks race, with two huge xylophones the main danger. Head towards the top of the screen from the start to pass alongside the electric keyboard. As the keyboard ends, steer through the left corner making sure you're in the centre of the track for the first jump. Once over the jump, move towards the top of the table and straighten up to rejoin the track and head for the first xylophone.

It's vital you stick to the centre of the track at this point as the xylo-



phone becomes smaller towards the left, leaving the bottom key only as wide as the track itself. The difficulty is compounded by the phantom xylophone player. As you drive left on the track, the xylophone stick strikes the keys. If the stick hits the keys around you stop until it passes by before carrying on. The next obstacle is a sharp bend to the left. Take it slowly and make sure you're in the centre of the track.

There is now a series of three consecutive jumps. Take them all at top speed in the centre of the track and, after the third jump, slow down to take the next left hand bend. A short straight follows, leading to the second xylophone. Take this in the same way as the first one and race off the end to rejoin the track. Now all you have to do is drive on past the music tape and take the gradual left bend back up to the line.

Ball Chase

Start near the top pocket on the green baize and move around the track that resembles a question mark. The track leads to the top left corner where playing cards form a ramp to the table edge. Drive clockwise round the table, starting with a slow turn around the top left pocket, before opening it up along the top straight. There are no real indications of when the top right corner is coming

up so drive along the top for two or three seconds and then look to slow up for the change in direction at the corner. Now you are on the longest straight in the game and you should really go for it. Remember to steer to the outside of the table to avoid falling into the middle pocket.

The route changes again by moving onto the green baize via two playing cards near the bottom right corner pocket. Once onto the green, simply follow the track in a diagonal direction towards the bottom left corner and fall down the pocket. This transports you



to the right hand centre pocket, where a zig-zag route awaits you.

The track generally leads in a downward spiral to the right where it then bends around the bottom of the cue and turns into a straight, leading back towards the top right pocket. As you speed up this section, don't slow down until you're tight on the tip of the cue. The reason for this is the large cue ball zooming up behind you in great panto tradition! If you hesitate it forces you off the road. Once you have cleared the tip of the cue a U-turn leads back down and around the cue, between two balls, before bend-

ing to the right. The track now leads between more balls before reaching the line.

Garden Jumps

Garden jumps is probably the hardest ATV course in the game, with a million and one things that can go wrong. It's very easy to get caught up in the flowers, fall into the water or come unstuck on the patio sections. The start point is in the usual top right position and from there hit top speed to get a good lift off at the first jump, situated just above the start line. As you hit the jump, push to the right to land near the track. Now speed onto the second jump which takes you over a stretch of water. This leads to the first main straight along the first small patio section.

At this point it's very easy to lose the track completely around the plant pots and pebbles. Once you get onto the patio, continue straight until a gap appears at the bottom of the screen further into the patio. Dart through the gap and loop around to the right between the pots to find a clear run off the patio.

This route leads onto the green in the centre of the garden. Pass the trowel on the right and continue until the track turns left off the green, to run along the side of the rake. Try not to stray too far off the daisy track because the flowers

along the border are extremely hard to get out of in a hurry.

The track now turns left at the spiked end of the rake and continues back to the right along the bottom of the green. Come back onto the dirt track for a second before it snakes to the right and leads to another jump. Make sure you take this jump straight on and, once in the air, push over to the right in

order to cut out the severe bend on landing.

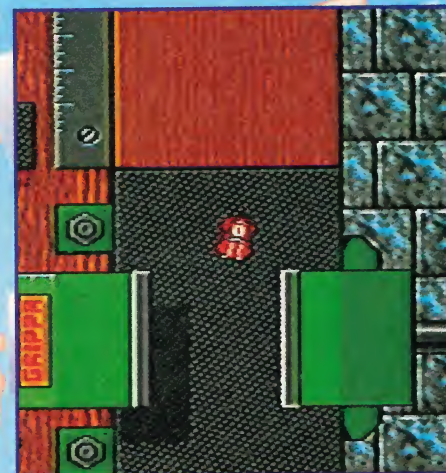
Head to the left of the screen. Continue along the straight before turning slightly to the right to drive onto the patio via a ramp. As you get onto the patio turn right and run up the screen for a few tiles before slowing for the left hander back onto

the dirt track. Slow right down and position yourself in the middle of the track and head up the screen at top speed. Fly over a jump and push to the right to connect with the track on the other side of the water.

Vice Squad

This workshop race featuring the rally cars is another classic multi-player level of great entertainment. It's fast and furious, with loads of places where enemy cars can be shunted off the track to their doom. As you travel up from the left the first place to nudge cars is next to the blobs of glue on both sides of the track.

Once you see a notepad on the right turn around at the top while keeping to the track. To the top of the



screen is a deadly drop, so take the inside route, close to the pad. The straight leading to the right passes another glue spot, before branching to the right in a diagonal, passing the first-aid box and coming to a dead-end at the bottom of the screen. Slow down at this point and head over to the right side of the table to run along the edge.

Stay in the centre so you pass through the two vices. This is another ideal place to give other cars a nudge into the vice. As you pass through the second vice slow down and right so you run along the bottom edge of the table avoiding the drop. The track now wraps around to the start point again after passing an electric drill at the top of the screen. This is another ideal place to bump the opposition into trouble.

SUMMARY

GAME NAME: Micro Machines 2
TIME TO COMPLETE: N/A
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 54
CHALLENGE RATING: Excellent Fun!

Cartridge supplied by:
CODEMASTERS,
Tel: (0926) 814 132

THERE WAS A YOUNG HEDGEHOG CALLED SONIC...

To coincide with our first installment of the awesome Sonic & Knuckles solution, Sega have offered us this Exclusive competition. Oh yes, it's a beauty and one lucky SEGA XS reader is going to be walking away with a sack full of great prizes. To qualify for the Sonic Swag put pen to paper and write an ode to your favourite console sprite. Examples are given below of Limericks, composed by the XS crew. Read them to get the idea of a limerick and then get writing. If your limerick is more original, witty and cooler then anyone else's you'll win the prizes on offer.

What is a Limerick?

A Limerick is a rhyming poem of exactly five lines, as highlighted by the examples shown here.

There was a young hedgehog called Sonic
Who felt a little moronic
He'd fancied a kiss
With a nice little miss
but he ended up snogging Robotnic.
CHRIS

There was a young hedgehog called Sonic
Who's legs were ultra-bionic
He met a fox called Tails
They ate some salty snails
But their relationship was purely platonic.
NEIL

There was a young hedgehog called Sonic
Who's BO stank something chronic
He bought some Right Guard
But his armpits were like lard
So he decided to become a Hermit
RICHARD (Unusual final line!)

All the limericks must begin with:-

There was a young hedgehog called Sonic
There must then follow four rhyming lines, as shown by the examples (although Richard's is a bit post-modern in interpretation!). Any direct copies will be disqualified. Here's a quick example, by the infamous **MARK PILKINGTON** of how not to do it:
There was a young hedgehog called Sonic
Who was full of Vomit
He met a guy called Knuckles
Who war plotted with Robotnik
But now Sonic & Knuckles are friends

Some critics may find his original approach refreshing. However, if your entry reads anything like this seek immediate medical help!

When you're happy with your limerick, write it on the entry form and send it into us for judging.



THE PRIZE

The single best entry will receive the following prizes.

- A Copy of Sonic & Knuckles for the Mega Drive
- A Copy of Sonic 3 For the Mega Drive
- An Exclusive Sonic & Knuckles Denim Jacket
- A limited edition Sonic & Knuckles Watch
- A Sonic & Knuckles T-Shirt

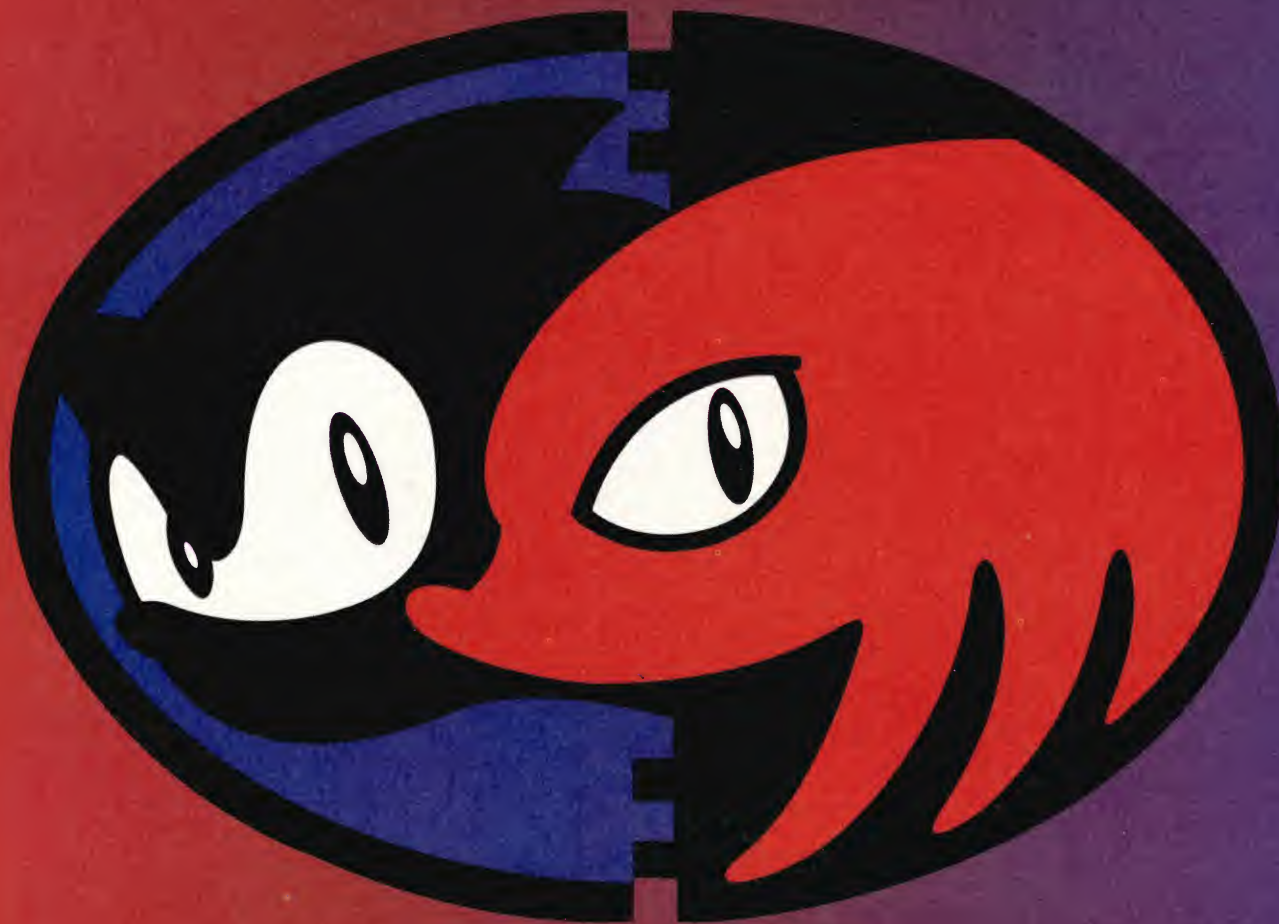


SONIC LIMERICK COMPETITION

There was a young Hedgehog called Sonic...

Name.....
Age.....
Address.....
.....
Postcode.....
Tel no.....
The console I own is.....
Please print a solution for.....
.....

When you've composed your ode send it to *Sonic Limerick compo*, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 1 January and the editor's decision is final.



SONIC & KNUCKLES



In the blue corner we have Sonic the Hedgehog. In the red corner we've Knuckles. This time though, you take the role of either of them. After four appearances on the Mega Drive (if you include *Sonic Spinball*), the question on peoples lips is can they do it again? Well the answer to that is yes! With the option to plug into previous *Sonic* games, it's given our spiky blue hero a whole new lease of life. So due to popular demand, over the next few pages and issues you'll find hints, tips and players' guides to the latest installment in the Sonic series. Get ready for some hard-hitting platform action!



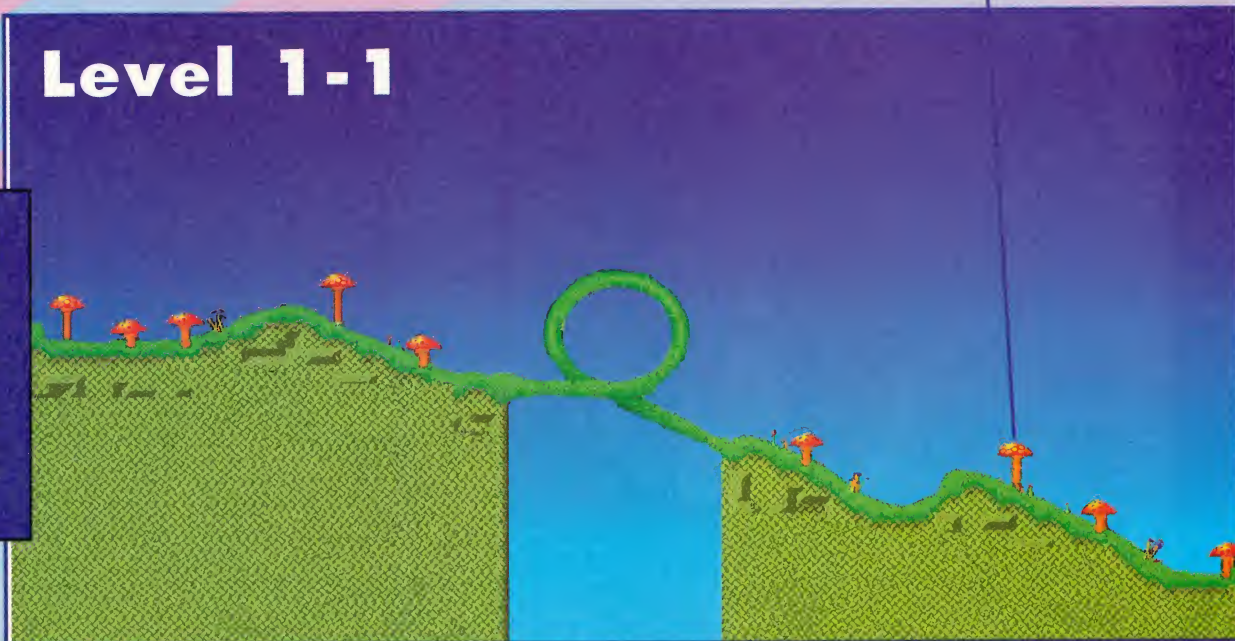
MUSHROOM HILL ZONE

Level 1-1

Level one presents Sonic with a choice of routes to reach the end of the level. Be careful which way you choose! Take the wrong route and you will miss some of the many hidden extras scattered around the opening level of play.

Finally watch out for the hovering Butterflies and Dragonflies waiting around every corner. It only takes a jump on the head to finish them.

As you come off the loop and down the hill stop once in a while to check out what's above the mushrooms. Bounce on them to find a great collection of rings.



When you arrive at this point hitch a ride on a floating mushroom. Beware of the spikes at the bottom of the pit, when you're trying to pick up the rings. Also, as Sonic jumps to the side, keep an eye out for the hovering dragonfly.

If you find yourself struggling to reach the top of the ledge use this hidden spring to put some height in your stride.



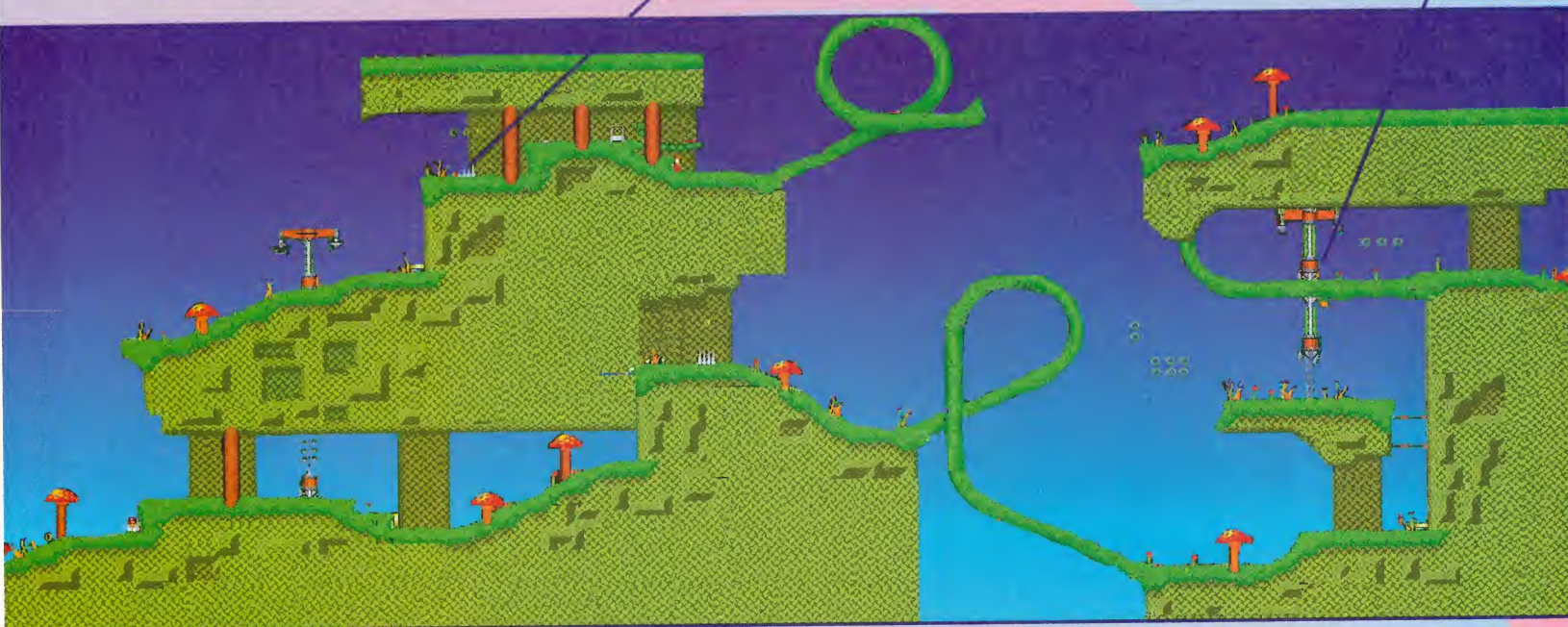
When Sonic enters the hidden passage he comes across a large ring. Collect this to be transported to a bonus level.

Just above these mushrooms there are some more rings. Once you've collected over 100 rings Sonic will be rewarded with an extra life.



When you opt for this route keep your eyes open for the mole. He throws small mushrooms at Sonic, causing our hedgehog to lose his balance if hit.

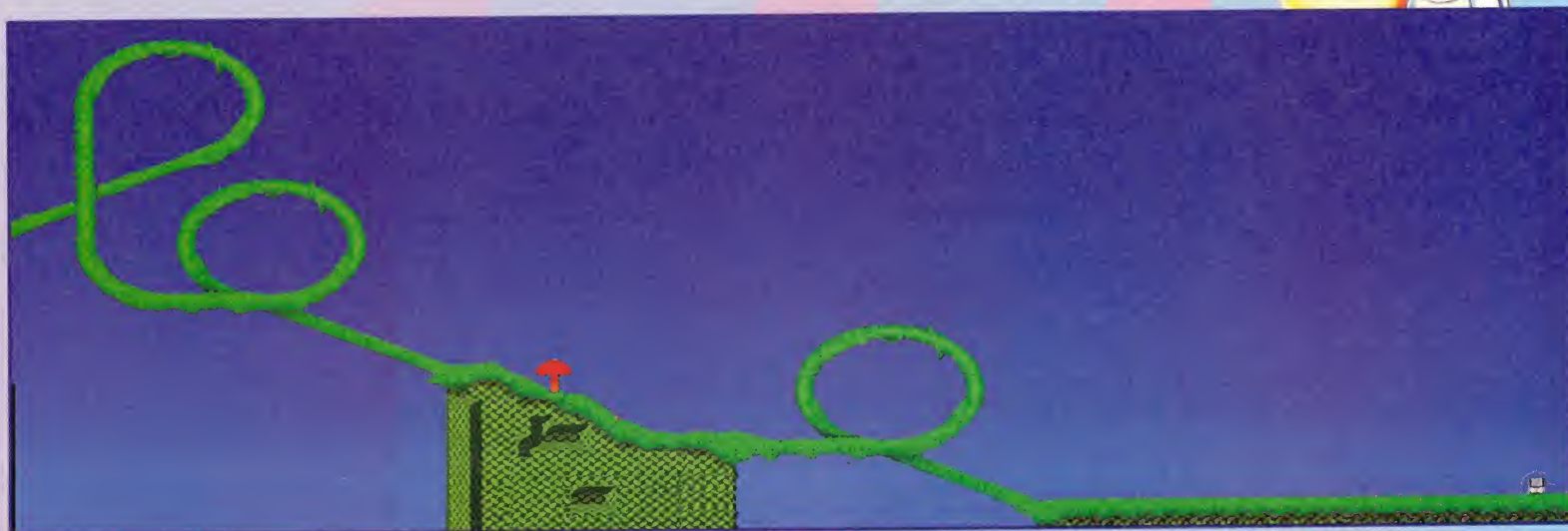
At this point you come up against two hovering butterflies. They follow you around the screen until you bump them off.



When you pass the Star Post remember to jump through the stars that appear above the post. This will take you to one of the bonus stages.



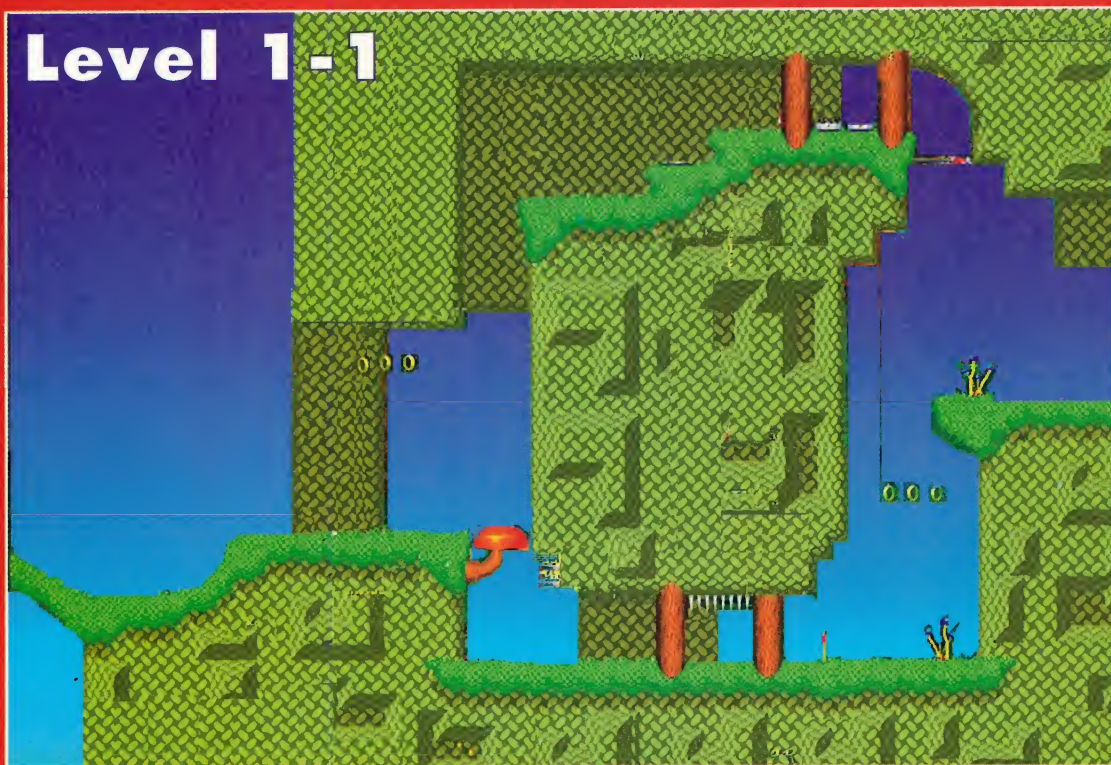
Instead of going straight on drop down this slope to find a yellow spring. Jump above it to reveal a handy secret passage.



KNUCKLES' ROUTE

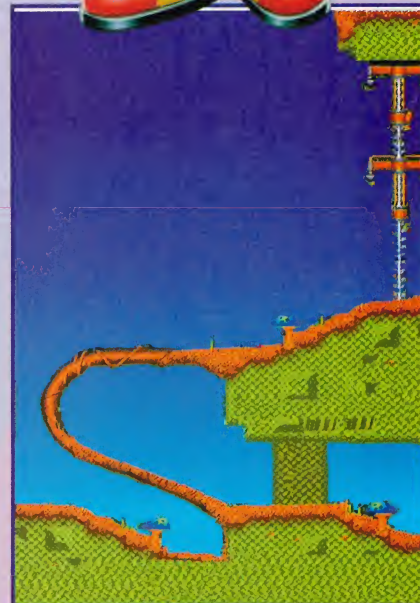
If you decide to take on the role of Knuckles for the first level, you will be given the opportunity to take this alternative route. To reach all areas remember to use Knuckles' extra abilities of climbing and flying. Take your time when climbing the walls, you never know where the spikes are going to appear next!

Level 1-1

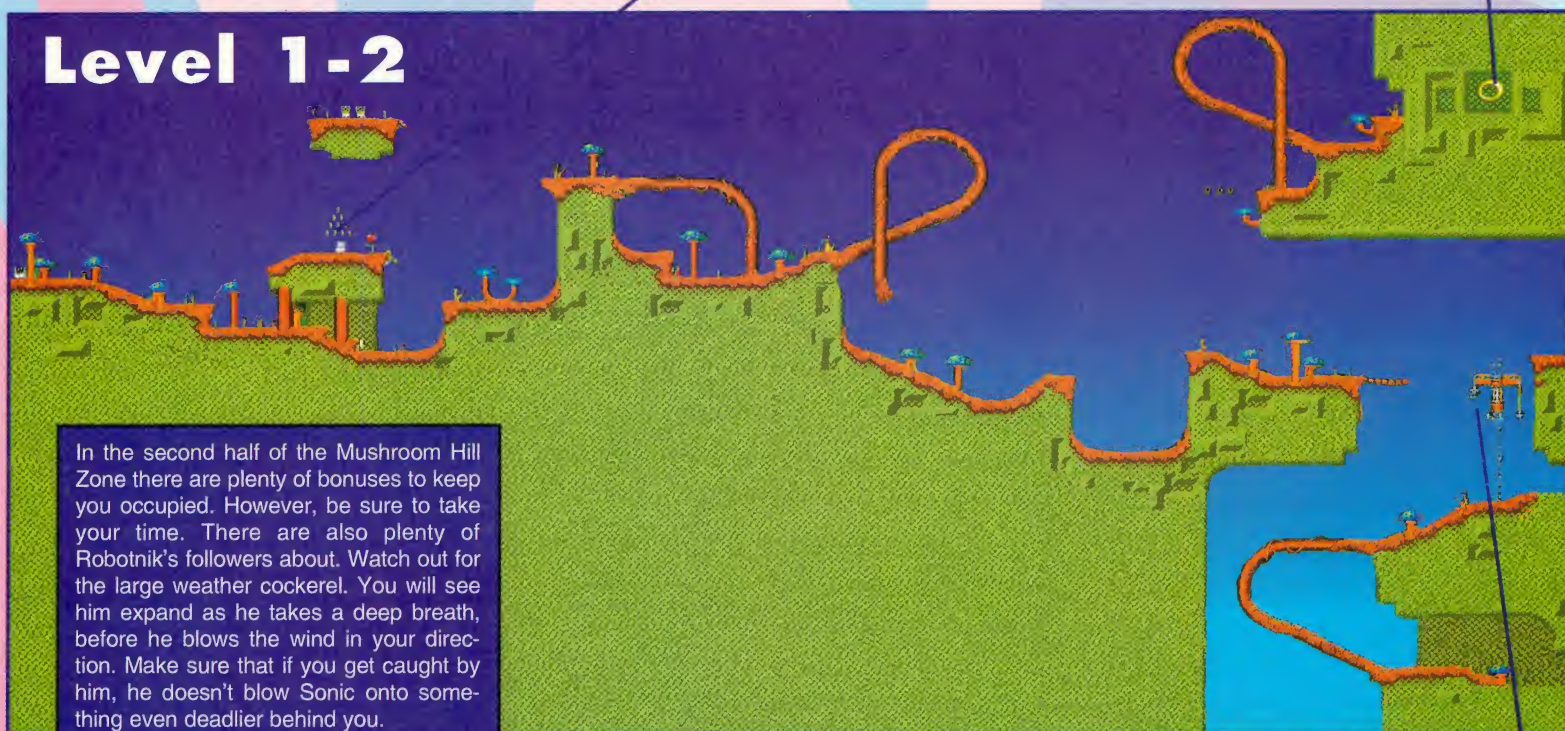


At the start of level 1.2 there are plenty of rings to pick up. Make sure to collect them, as it will not take you long to collect 100 rings and gain an extra life.

If Sonic plans his route correctly he will find this large ring tucked away in the wall. Collect this to transport you to another bonus stage. Once there collect the blue spheres. When you've managed to do this, you will be presented with a Chaos Emerald.

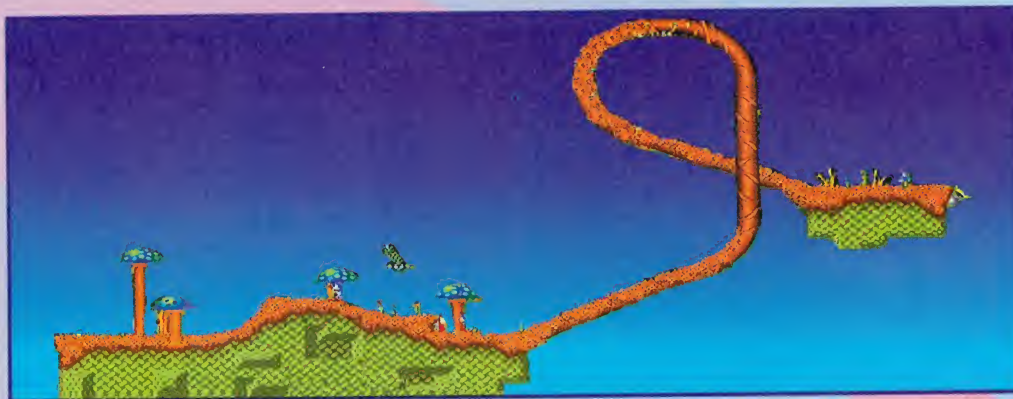


Level 1-2

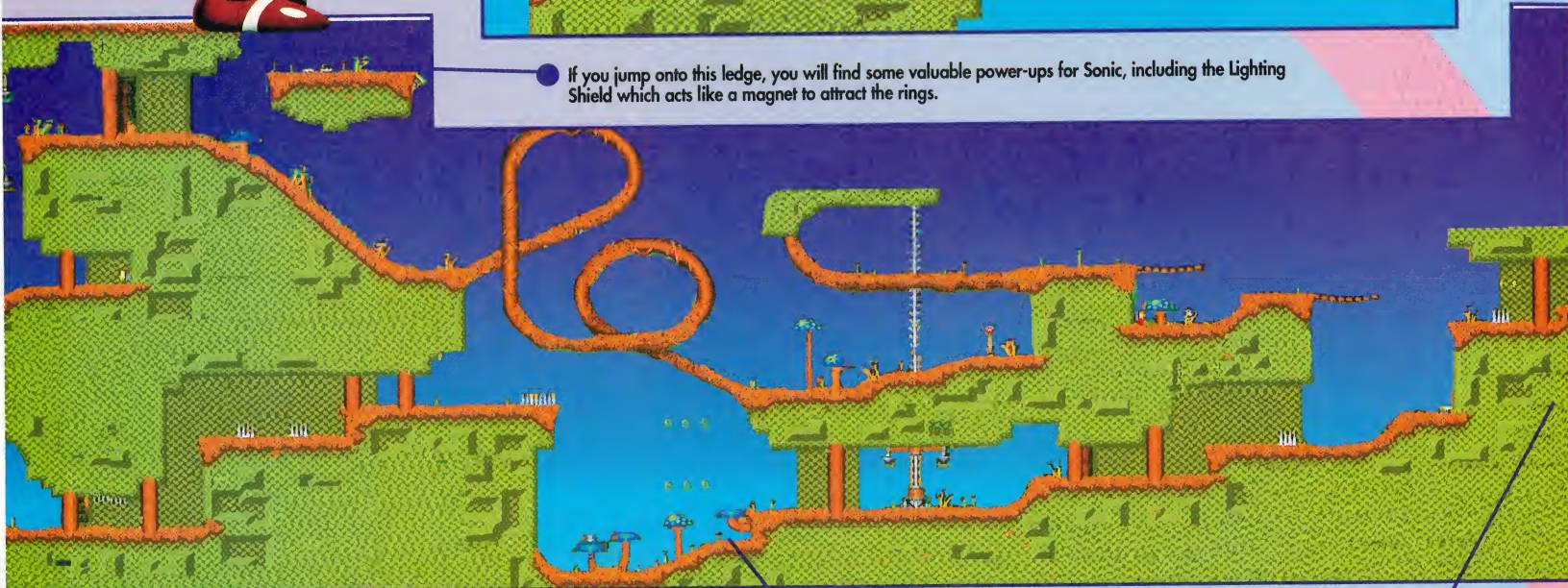


In the second half of the Mushroom Hill Zone there are plenty of bonuses to keep you occupied. However, be sure to take your time. There are also plenty of Robotnik's followers about. Watch out for the large weather cockerel. You will see him expand as he takes a deep breath, before he blows the wind in your direction. Make sure that if you get caught by him, he doesn't blow Sonic onto something even deadlier behind you.

To reach the pulley to take an alternative route stand right on the edge of the wooden ledge. From here you will be able to see the pulley. Now judge your leap carefully.



If you jump onto this ledge, you will find some valuable power-ups for Sonic, including the Lighting Shield which acts like a magnet to attract the rings.



When you jump onto this mushroom see-saw a small weight rises into the air. When it descends, it hits the opposite mushroom, thrusting you into the air.

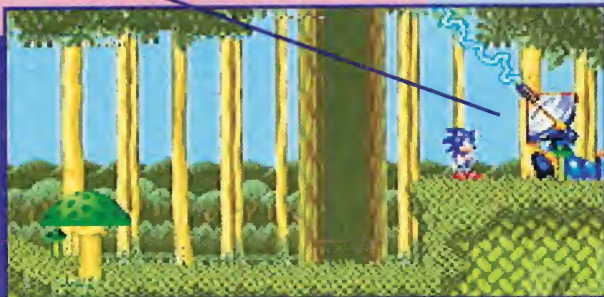
Tucked in here is a nice surprise for Sonic to collect. To get to it leap over the spring and find the entrance.



In this small opening in the wall is a box. Jump on this to collect the ten rings contained inside.

Before jumping onto another mushroom that will throw you into the air, leap to the left to find an opening to a power-up. This one is the Flame Shield.

This is the end of level 1.2. Spin and jump onto the radar, before keeping Sonic spinning in the corner, while still bouncing on the radar. After a moment or two, Dr. Robotnik appears and the chase begins.



After destroying Robotnik's base, he will rise up and fly off to the right. You will then see the scenery change colour. Start moving off to the right in pursuit of the mad man. Take the path shown to keep him in your sights.



Check out the mushrooms to see if there are any rings situated above them. You need to collect 100 rings as soon as possible to gain that all-important extra life.

Having problems climbing the loop the loops? Then use the springs that are conveniently situated around the level. Don't go too fast though, because you don't know what could be waiting for our friend on the next part of the level!

Level Guardian



This is the end of level 1.2. Here Sonic must either jump or duck under the spike balls, whilst spinning up at Dr Robotnik's ship to defeat the evil brute. Be careful not to jump when Robotnik has got his thruster on full throttle. This causes Sonic to lose all his rings, so judge your jumps wisely. About four hits to the ship should do the trick.



Level 1-2



Before leaping onto the pulley jump onto the large weather cockerel. Once he's destroyed move to the right to find another large ring to collect. This takes Sonic to a new bonus stage.

Remember to trigger off the Star Post. At the end of this stage Sonic comes face to face with his biggest foe. So, if you lose your first battle with Robotnik, you only have to start from this point again, saving time and frustration.

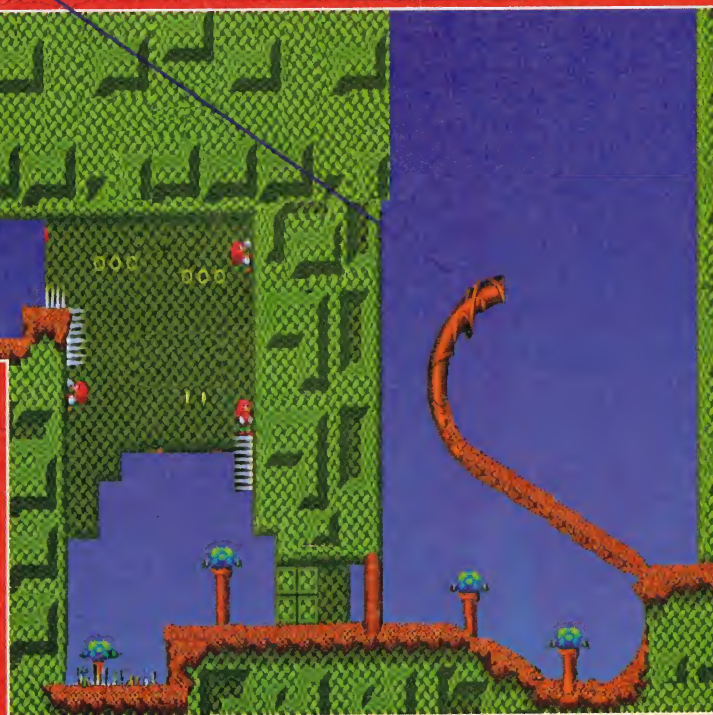
Level 1-2 Cont.

Use this mushroom to jump up onto the ledge to reach the hidden power up tucked into the wall.

This is where the Knuckles level integrates with the Sonic level. As you go on he will face the same creatures as Sonic. The ending of the level is also the same.

Knuckles Route

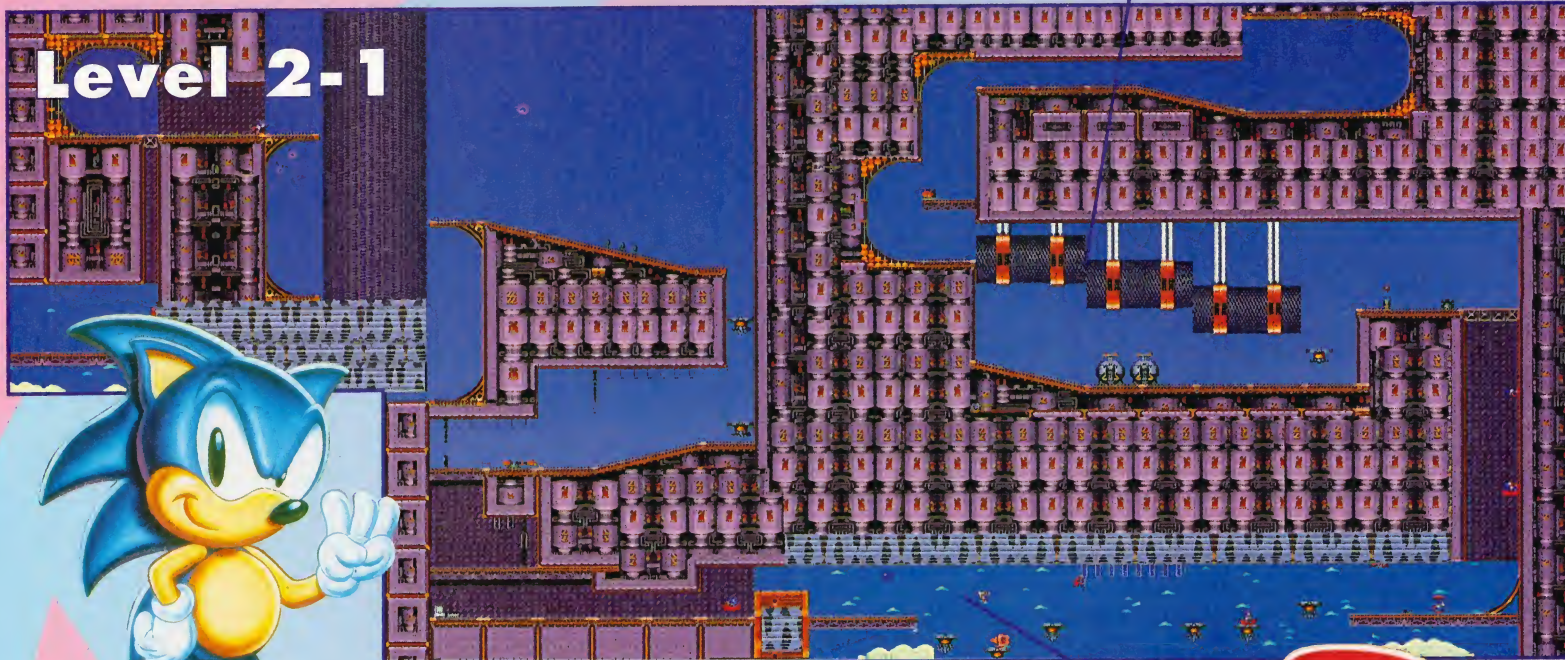
This is the alternative route you can take if you play as Knuckles. Where you see Sonic float up to start level 1.2, Knuckles can smash through the wall and take this all-new route. There are more rings to collect on this part of the stage with Knuckles, then there are with Sonic when he's on the corresponding stage. Take your time and use our red heroes extra ability to climb the walls in order to investigate the hidden ledges above.



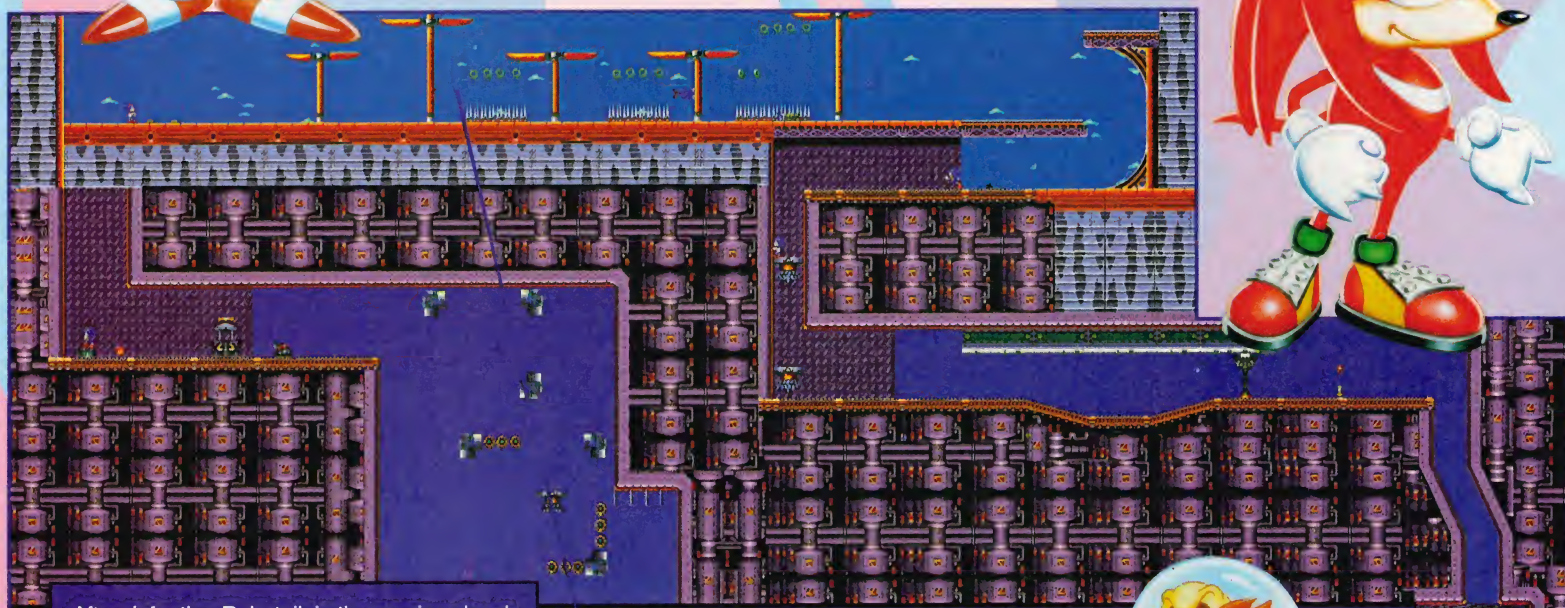
FLYING BATTERY

To pass between these rotating drums place Sonic or Knuckles at the edge of the drum. As he reaches the top, move left as quickly as possible to pass across to the next drum.

Level 2-1



Be careful when jumping from platform to platform. Wait till you've judged their rotation before attempting to cross.



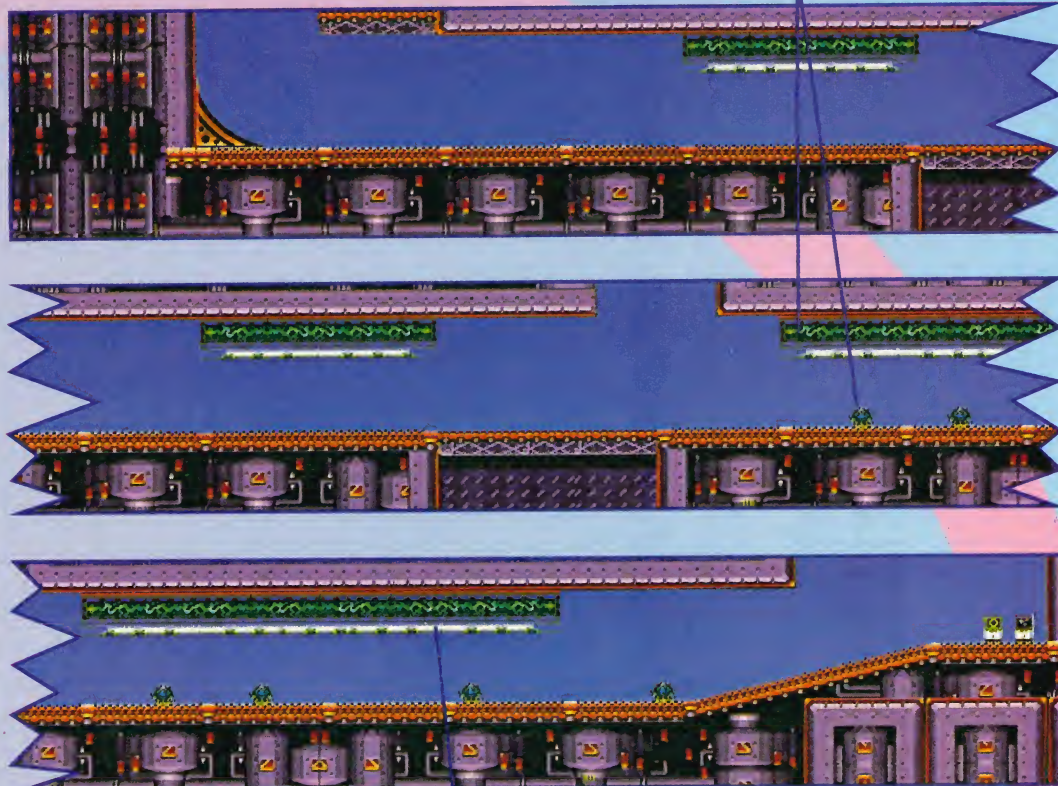
After defeating Robotnik in the previous level, you would have seen the tremendous end sequence where a large airship flies past you. The next level takes place on board that ship. After hitching a ride, you go about your duty to try and bring a stop to Robotnik's evil plans. This level sees Sonic trying to avoid all the traps set out for him by the bad guys.

Take your time when approaching something you haven't come across before. If your Knuckles, try climbing every possible wall to look for hidden extras. They're out there, it's just a question of working out where!

When Sonic comes across the giant rotating blades that keep the ship in the air, jump onto the pole. This will cause Sonic to spin on the blade's pole. Now press your D-pad in the direction you want to go.

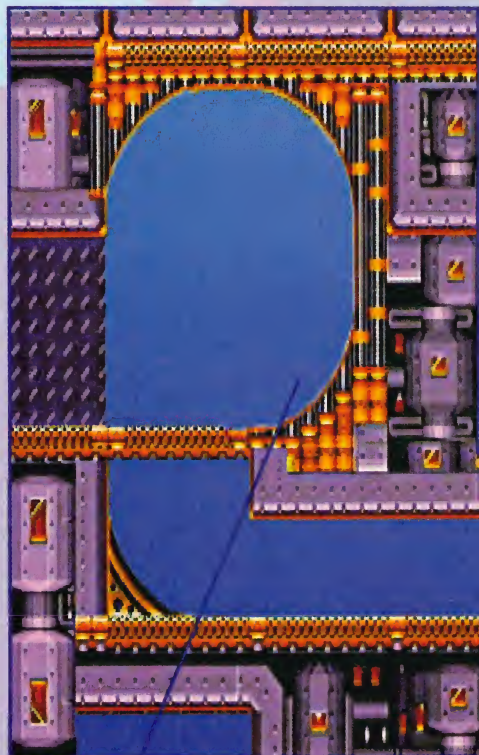


These large green electronic units placed around the ship are giant magnets. When you come face to face with the spike balls wait for them to be pulled up by the magnets, then run under them. Don't try to jump them!



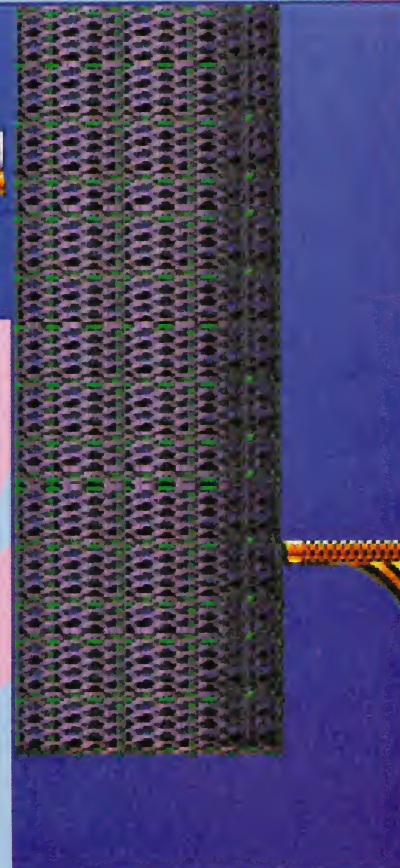
To climb to the top of this section stand on each ledge. Now crouch down and cause your character to spin. He will then spin up to the next ledge. Keep repeating this procedure. Don't worry about the balls that appear, you can use these to stand on.

Again wait for the magnets to pull up the spike balls, then run under them. You can then collect the power ups



When you enter the large wire mesh drum, let your momentum carry you round to find an exit..

When you find this archway, pick up an awful lot of speed to complete a revolution and continue on through the level.

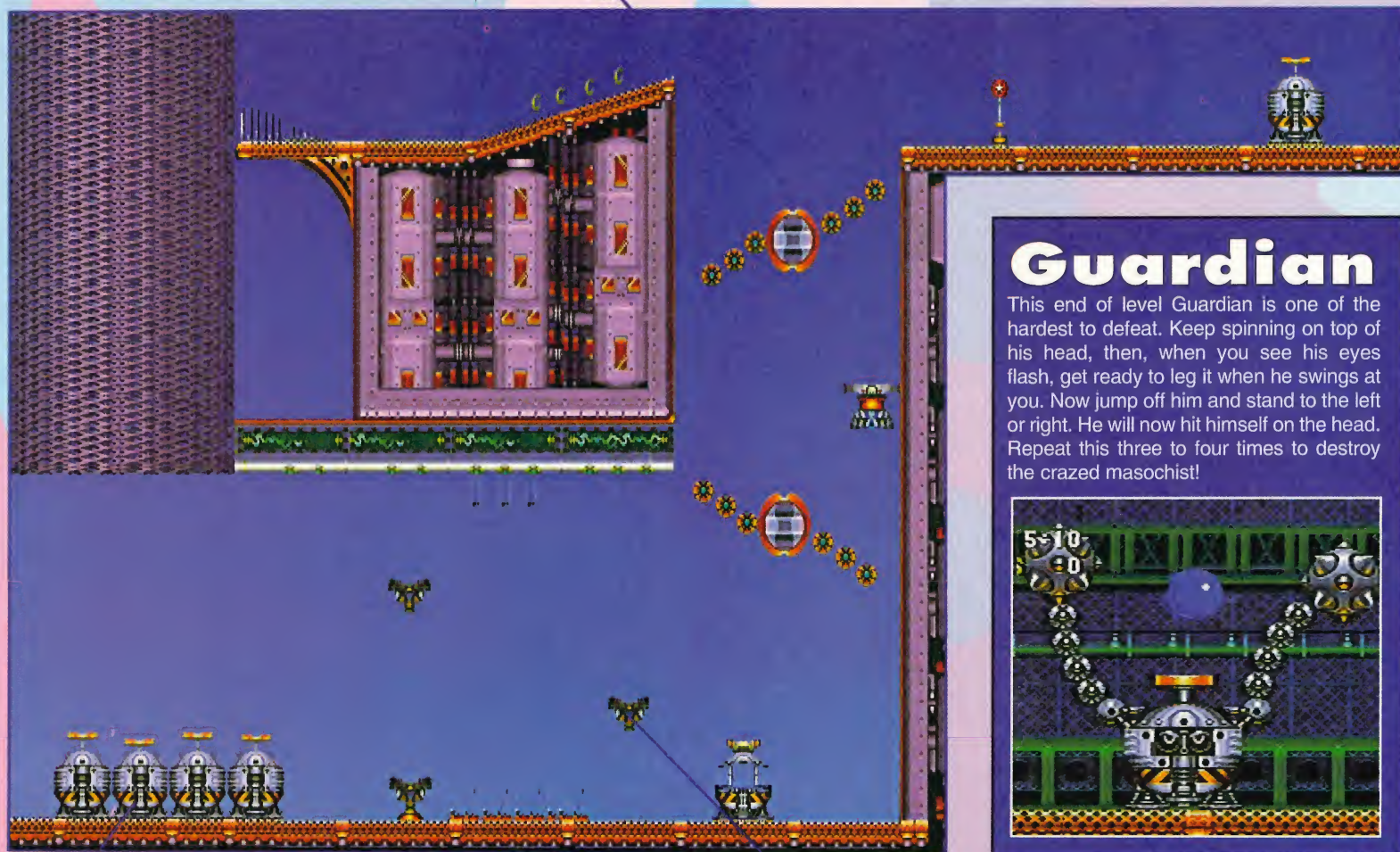




Level 2-1 Cont.

Here you are starting to get near the end of this level. When you've reached the rotating balls, jump to the left and collect as many rings as you can. Now leap across to the right and prepare yourself for the next conflict with Sonic's arch rival.

To cross through these drums you need to place Sonic very carefully. When on the small moving ledges wait until the ledge is as low as it goes before leaping into the drum. To exit get Sonic on the edge of the drum. Now, as the ledge reaches it's lowest point, jump down onto it to continue.



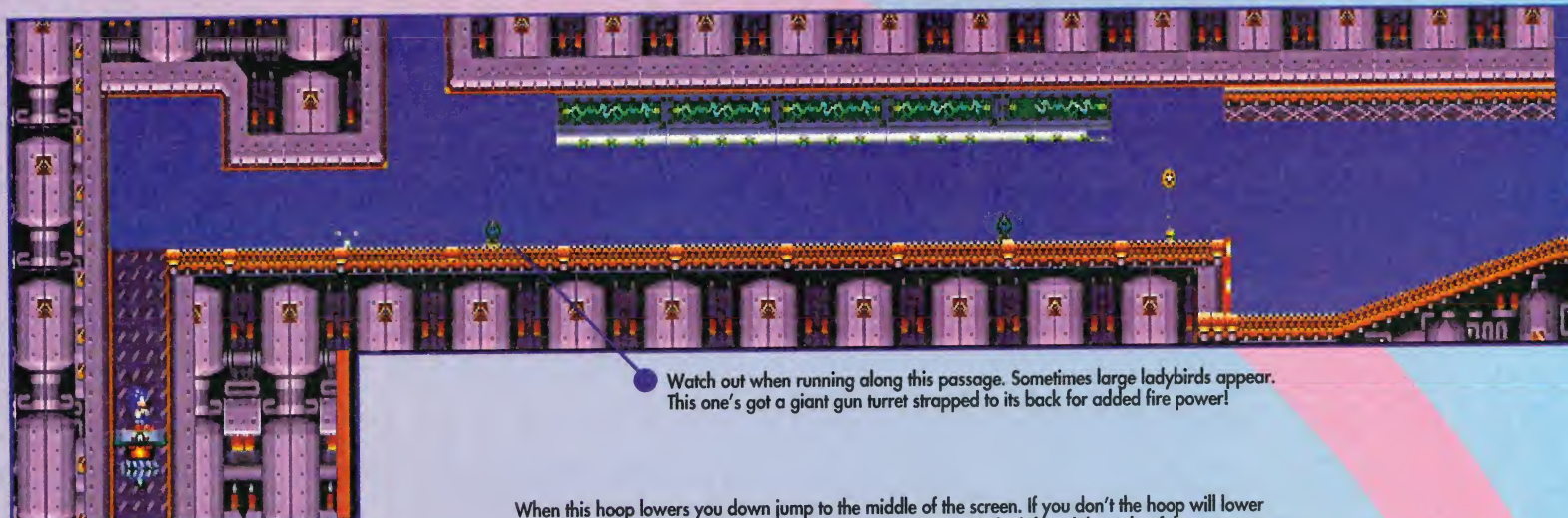
Guardian

This end of level Guardian is one of the hardest to defeat. Keep spinning on top of his head, then, when you see his eyes flash, get ready to leg it when he swings at you. Now jump off him and stand to the left or right. He will now hit himself on the head. Repeat this three to four times to destroy the crazed masochist!



When you jump onto these pods be aware that different things come out of them. Some will have giant pistol-packing ladybirds, some rings to collect and some release the creatures Robotnik has caged.

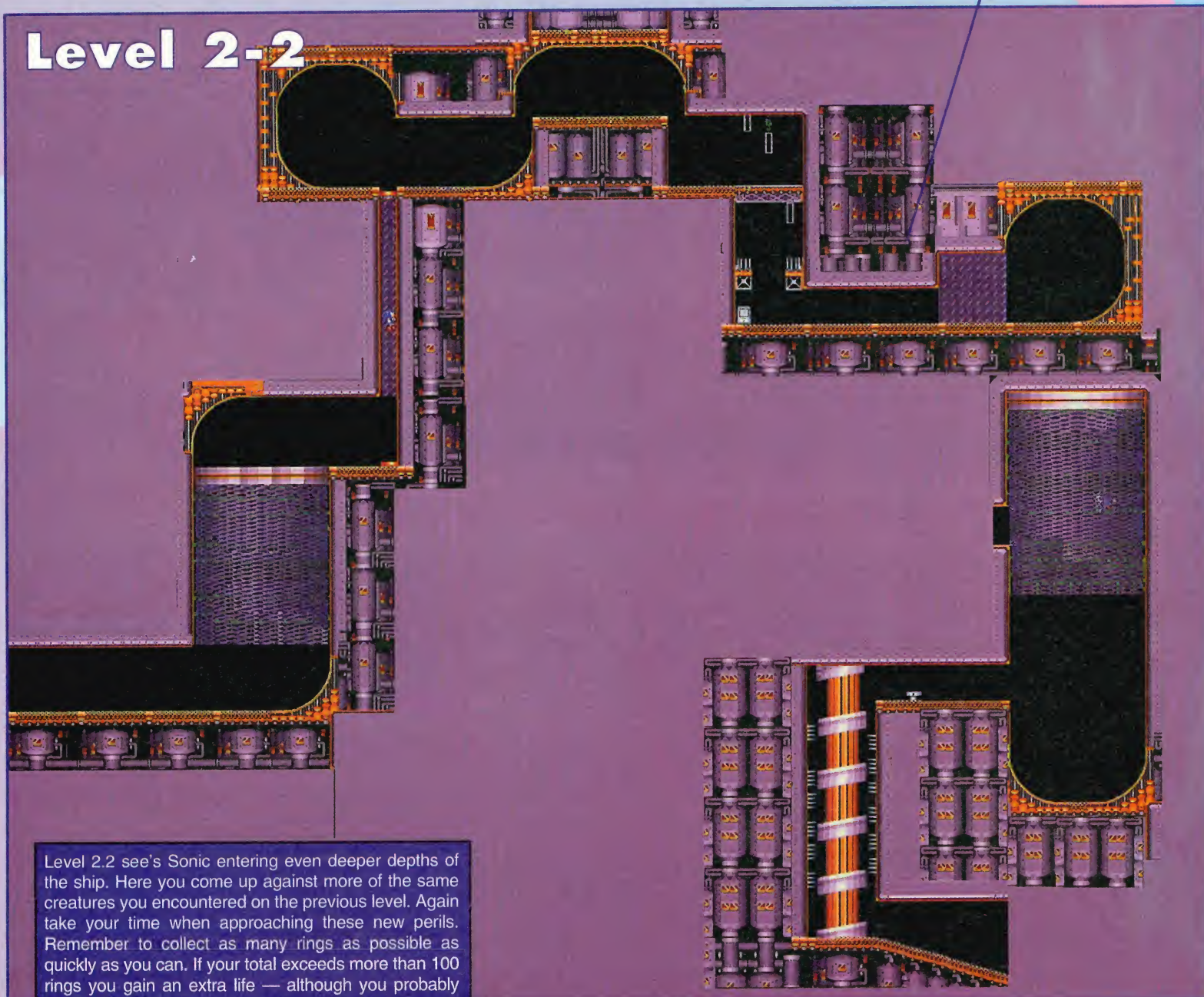
Use this moving platform to reach the top of this section. From there, jump onto the rotating balls and then onto another platform. Repeat this procedure again to reach the top.



Watch out when running along this passage. Sometimes large ladybirds appear. This one's got a giant gun turret strapped to its back for added fire power!

When this hoop lowers you down jump to the middle of the screen. If you don't the hoop will lower you down onto some spikes, tucked away to the left and the right of the passage.

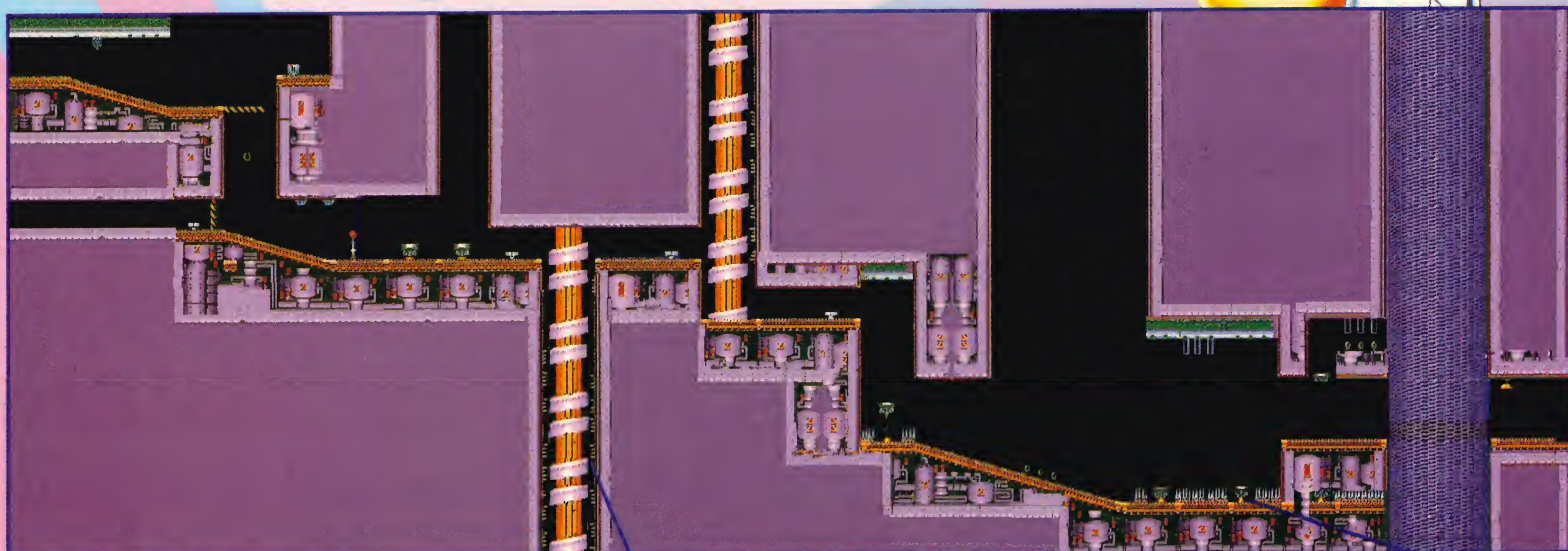
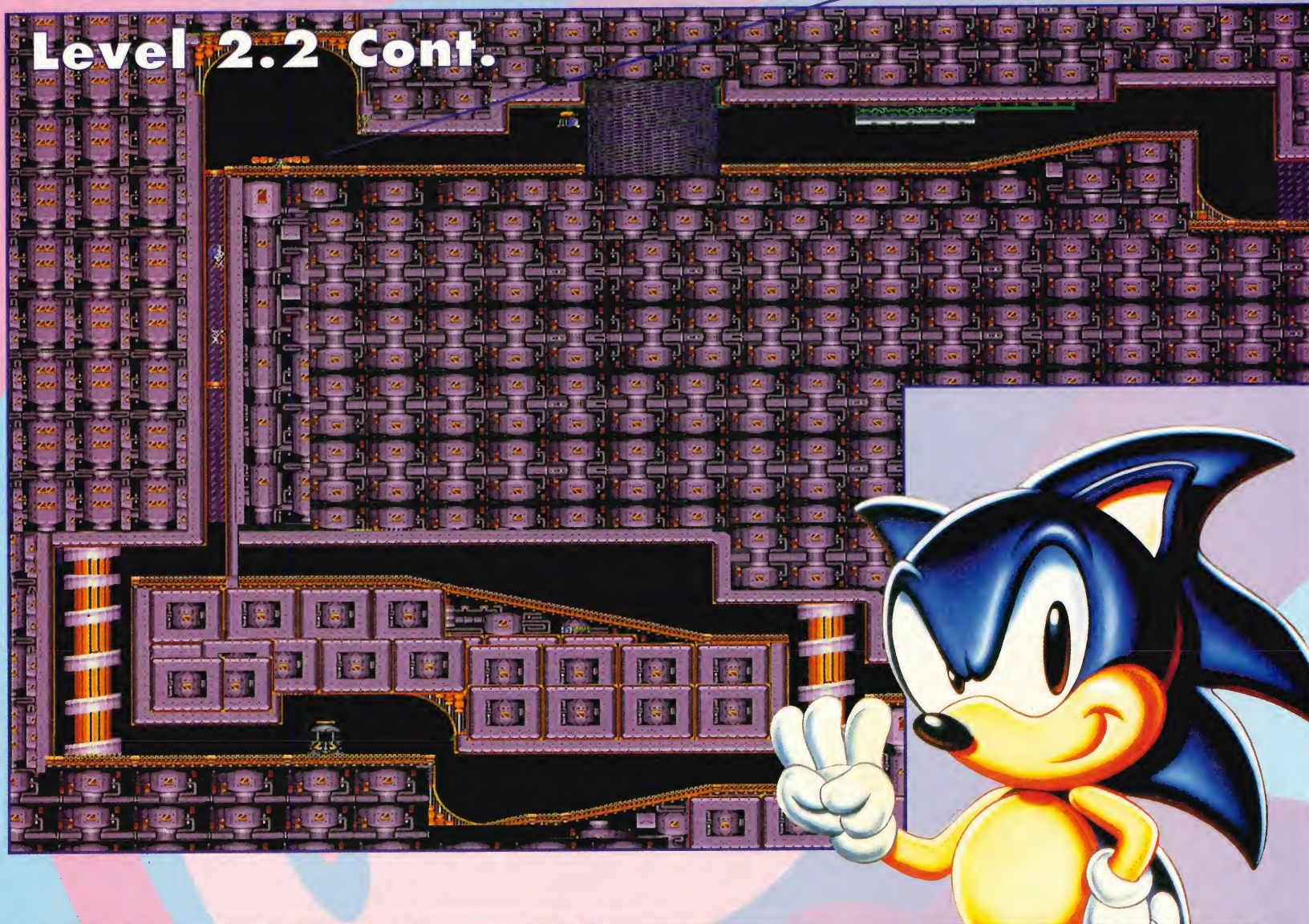
Level 2-2



Level 2.2 see's Sonic entering even deeper depths of the ship. Here you come up against more of the same creatures you encountered on the previous level. Again take your time when approaching these new perils. Remember to collect as many rings as possible as quickly as you can. If your total exceeds more than 100 rings you gain an extra life — although you probably already know that by now!

After springing up the narrow passage be careful where you land. You will see a rotating unit that throws a ball of fire out. To stop it from doing this stand on top of it.

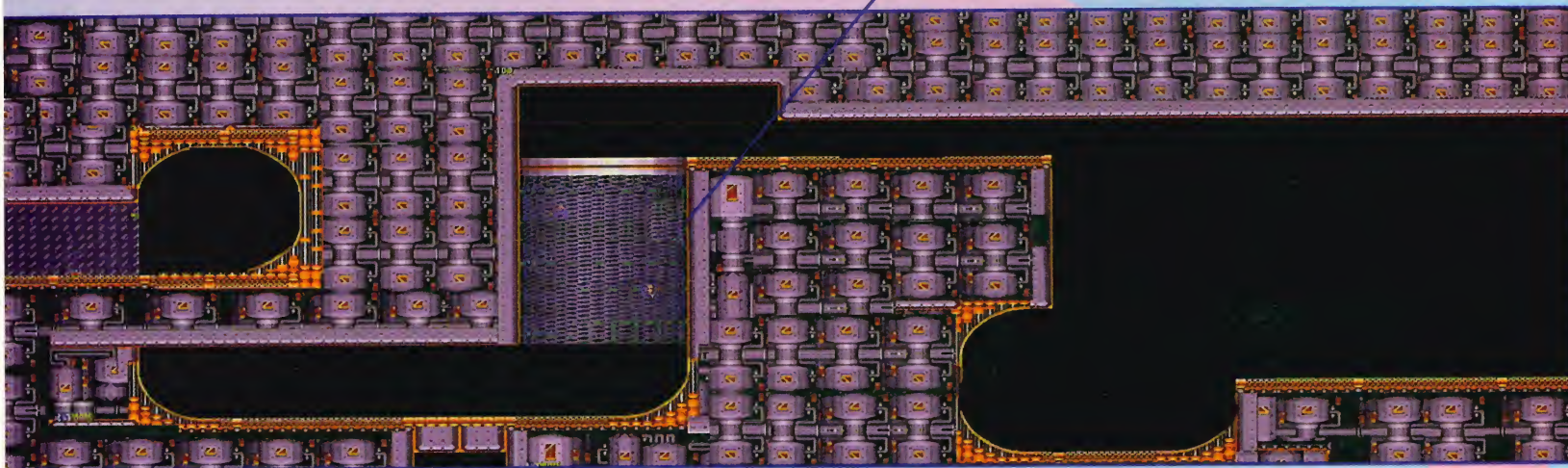
Level 2.2 Cont.



When you enter these spiralling passages keep to the centre. There are spikes situated on both sides, causing instant death to the foolhardy.

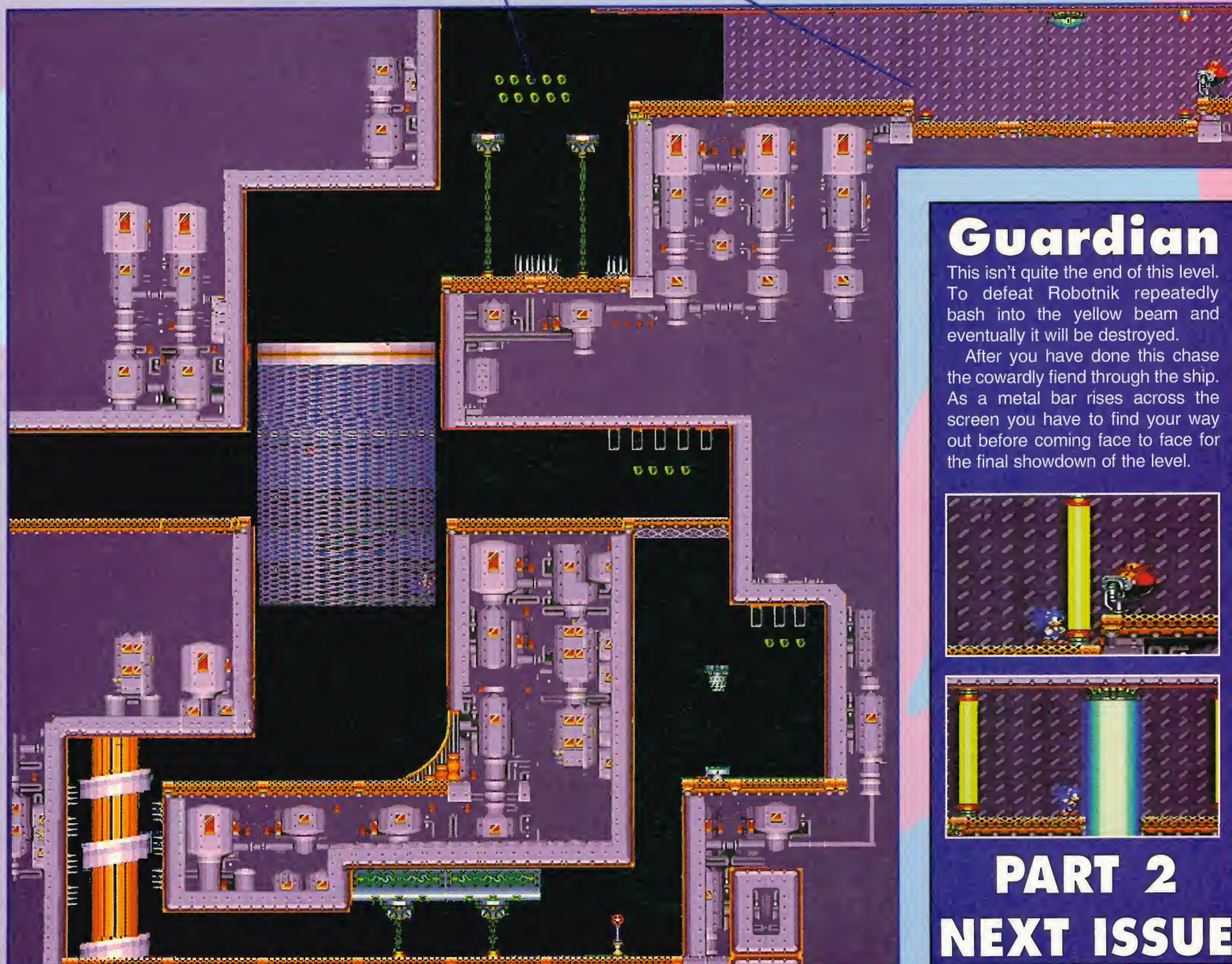
Don't try to jump across the spikes as this gap is just too far. Stand on the first platform and wait for it to climb into the air. Now jump onto the hoops and wait for the second platform to appear.

As you climb up the wire mesh drum keep an eye out for the rings that are hidden inside the drum.



You're getting nearer and nearer to the end of the level, so make sure you've collected as many rings as possible, including these ones here!

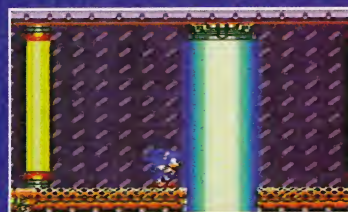
This is where you come face to face with Sonic's old enemy. He will trap you in this area if possible. Watch for the large beam that fires down at you.



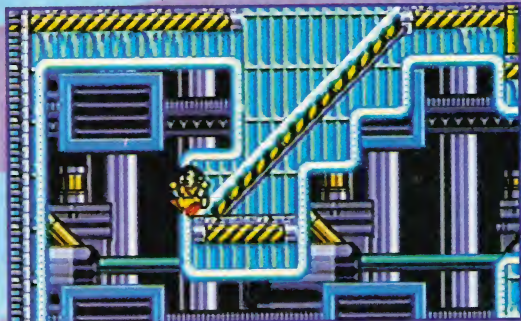
Guardian

This isn't quite the end of this level. To defeat Robotnik repeatedly bash into the yellow beam and eventually it will be destroyed.

After you have done this chase the cowardly fiend through the ship. As a metal bar rises across the screen you have to find your way out before coming face to face for the final showdown of the level.



PART 2 NEXT ISSUE



Level 2 COLD STORE Password

ENGINE ROOM

Emerge from your yellow submarine into a small engine room. Climb the ladder on the left, plant a bomb and blow up the door. Remember, the bomb blows you up if you stand on it, but it's harmless to the men you rescue. Go to the conveyor belt on the far right, throw the right switch. The men automatically head for the escape. You, meanwhile must go through the other, larger door marked 'exit'.

The S.S. Lucifer is sinking. She's a massive ocean liner with 100 rooms and it's your job to rescue all the ship's crew and passengers from every room! Armed with bombs to blow open stubborn doors and obstacles, use all of your brain cells to fathom out this tricky marine escapade. You're allowed the odd casualty but try to save everyone who turns to you for help.

It takes a candidate from University Challenge to solve the complex logical puzzles in this rescue mission from hell.

Luckily, the reliable SEGA XS crew all have foreheads bigger than their bodies and skulls crammed to bursting with pulsating brains. Thus we're able to bring you this complete level by level guide. If your worried whether you're going to sink or swim (which, incidentally, was the game's original title) we'll supply you with the proverbial armbands to stay afloat!

JUMPED

Go up the ladder. Make sure the switch on the right is up and the switch on the left is down. This ensures the men are guided away from the crushing machine. Blow up the first ice block but not the second. Avoid the pool of chilled

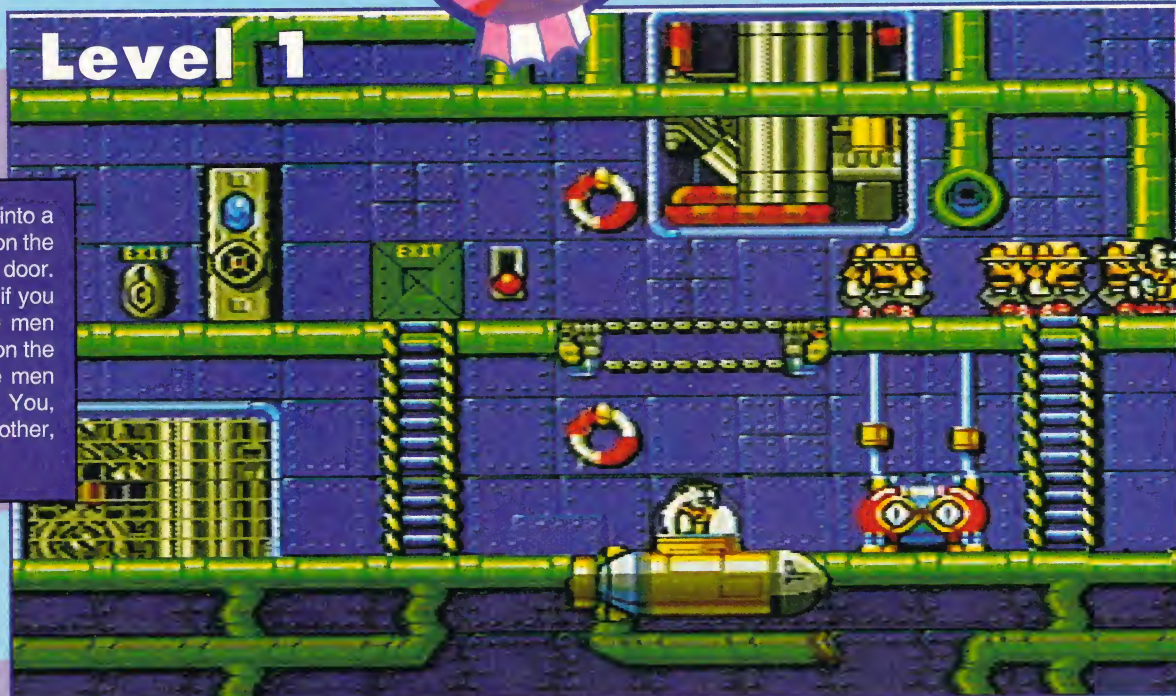
water. Go back down and blow up the door blocking the men. They all go to the escape door. You can now go to the exit below the top platform.

Level 3 ENGINE ROOM Password JIGSAW

The water is rising in this room, so don't hang about.



Release the life jackets from the wall, go up the ladder to the left and then the ladder to the right. Flick the switch, so the men follow you up the screen. Go to the switch on the top left, while the men have to go left to exit the conveyer, which means they all have to pass through a crusher. Basically, keep flicking the switch up and down, so all the men fall on the conveyer and are bunched together. When the crusher rises, let the belt pull the men to the left to safety. You're allowed to lose one man but there is no reason why this should happen.



MEGA
DRIVE

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SS LUCIFER MAN OVERBOARD

Level 4 BALL ROOM Password WARSAW

Create a bridge on the right of the second floor (by flicking the switch). Keep the switch off so there's no bridge on the left, which stops the men falling through the gap. Also keep the bridge off on the floor below. Go back up and blow up the door on the top left. Jump down to the ground floor and blow up the red door on the

Level 6 COLD STORE Password OYSTER

Only one man to rescue here, so there's no room for error. Blow up the first door and then go up the ladder to the left. Flick the switch so the man follows you. Now bridge the gap between the conveyor belts by utilising the ice blocks. You may have to throw a switch twice very quickly, to start the conveyor in the right direction. Make sure you do not jump the gun and block the man's progress when you drop the ice.

If all goes well a stack of three ice blocks creates a small but vital walkway for the passenger. If the ice goes the wrong way it blocks the switch and therefore



right. The men pile into the exit. Go to the door on the far right to complete the level. If two of your men die you can still succeed.

Level 5 SHIPS DECK Password BANANA

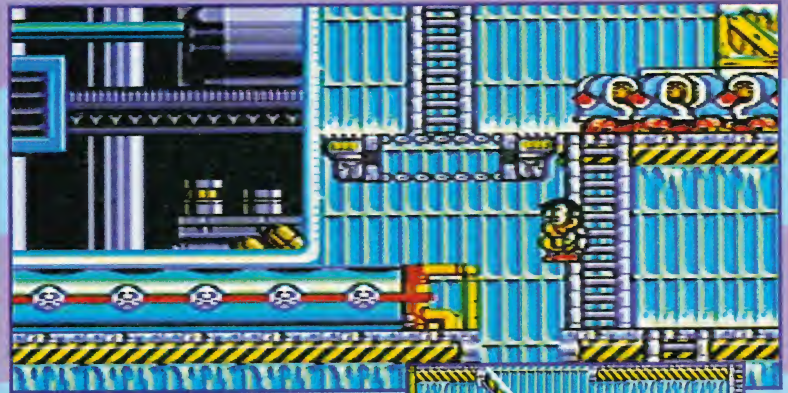
You must rescue all six passengers. Blow up the door on the left quickly. Go up the ladder, across to the right and up the next ladder. Jump across the dissolving red bridge and flick the switch so the conveyor is going to the right. Get back on the ladder by jumping over to it. Don't throw the switch nearest to you. You will notice the top conveyor belt going left in an anti-clockwise direction. Throw the switch on the second conveyor (the middle one) on the right. The series of conveyers guide the men downward to the bottom right. Do not follow the men all the way to the exit.



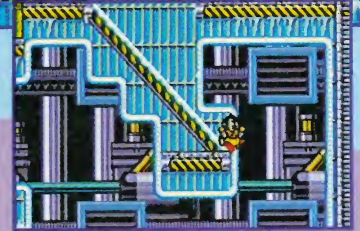
there is nothing you can do to continue! Reverse the direction of the conveyor on the right after the ice blocks have been dropped. This will allow your passenger to continue. Blow the door on the next floor.

The same block stacking problem confronts you, so repeat the procedure. Go up the ladder leading to a small platform with a blocking door.

Behind the door is a pool of deadly chilled water so don't blow it up because



the passenger will fall in and die. Leap over the gap on the right. Climb the ladder and flick the switch next to the exit door so the conveyor is moving to the left. Go up the ladder to the top floor. Throw the switch so the conveyor is moving to the right. The ice block falls from the top conveyor to the bottom and subsequently is dropped in the pool, effectively plugging it and making it safe to walk over. Now blow the door and let the passenger through. He will proceed to his exit, as should you.



Don't destroy the ice block as this is acting as a safeguard for the passengers. Throw the switch to start up the conveyor with the ice on it, so the ice falls and blocks up half the pool of icy water below. Go to the left of the level and activate the conveyor belt so it's rotating in a clockwise direction. Now go to the top conveyor and make it turn anti-clockwise to the left. When the pool is blocked, blow up the ice containing the passengers.



Level 9 ENGINE ROOM Password CRATER

You must rescue at least three of the four passengers. Go to the right and up the level, floor by floor. Jump up to the leaking gas pipes and seal the gaps. As long as you're clinging to the pipes you seal the gaps automatically. Make sure you time the sealing well or you make get gassed. Pull the switch on the conveyor in the centre of the level so the men can find the exit.

Level 7 SHIPS DECK Password TENNIS

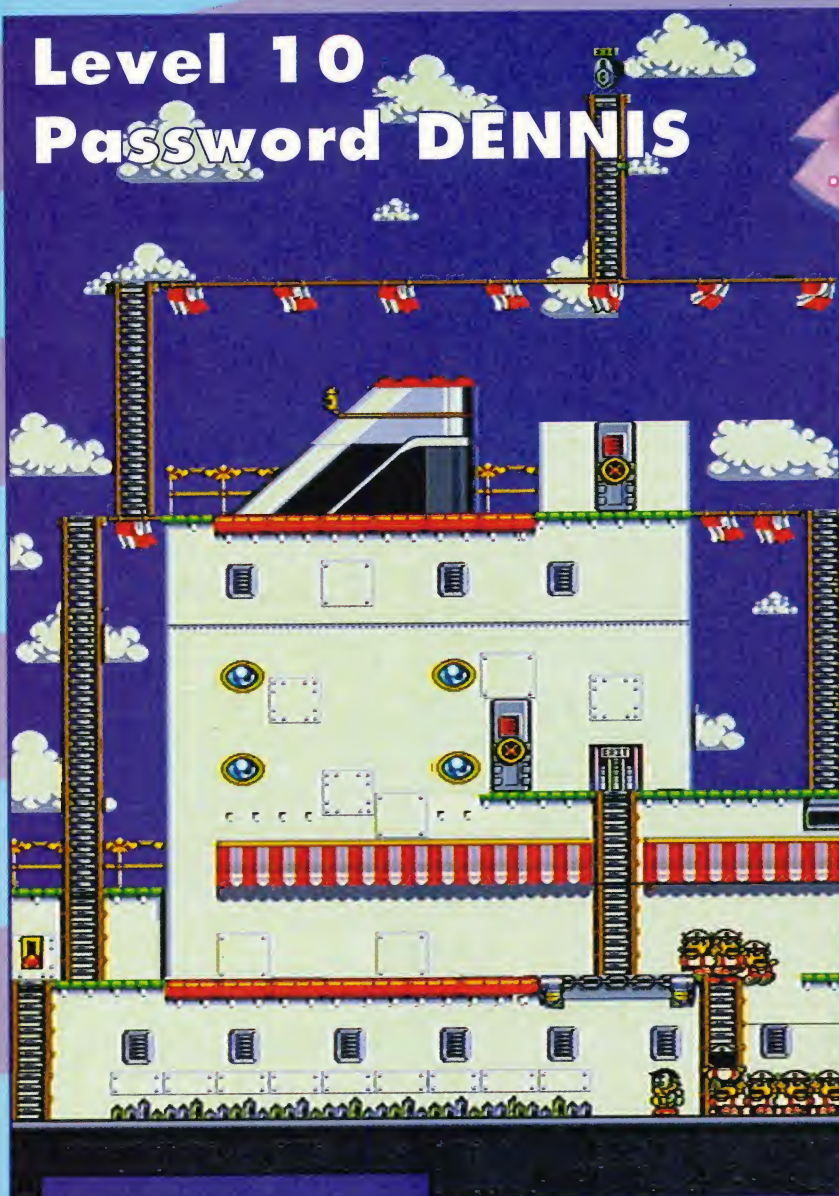
Rescue all four men. Ascend the ladder on the right. Run over the conveyor going the wrong way. Grab the swinging rope over the spike pit and jump over the spikes. Proceed to the floor with the passengers. Hit the red button on the left and activate a spring which jettisons the men to the next floor and the exit. Be careful not to walk on the spring and make your way back down the level to the bottom right.

Level 8 COLD STORE Password ISLAND

Travel up the right side of the level.



Level 10 Password DENNIS



Blow up the door. Run to the top right corner and run across the first dissolving red platform to the left switch. Flick the switch and go to the exit.

SHIPS DECK

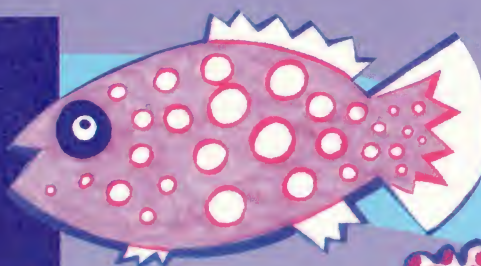
Level 11 GALLEY Password PADDLE

You must save three out of four chefs. Head left and up the ladder. Pull the lever. Do this quickly so the chefs are guided away from the flames they were about to drop into. Go up the larger ladder and left. Hit the switch so the men follow. Hurry up the next ladder but don't cross the dissolving bridge at the top. Let your chefs overtake you, before giving them a second or two to cross the bridge and then follow without stopping (or you'll fall). Rush past them and go up the ladder. Hit the lever on

the left so the men are diverted from the fire and then hit the switch on the right for the exit.

Level 12 GALLEY Password FATMAN

The water is rising at a steady rate, so time is of the essence. Run across the collapsing bridge and flick the switch. The men go up the screen to the right and across to the left



via the collapsing bridge at the top of the level. Go back down to the bottom ladder and wait for the water to rise. Swim over the fire to the right. Go up to the top of the room and deposit a bomb by the door. There's now nothing to block the little guys from escaping. Once they are across simply follow them over the collapsing bridge, until you're directly over your exit. Let the bridge crumble under your feet and drop to the platform below.

Level 13 COLD STORE Password SUMMER

There are six guys here, three must be rescued. Bolt up the ladder and blow up the block of ice. Destroy it from the right or you'll blow up the other ice block stopping the men falling. Return to the door acting as a barrier and explode it. Work your way up until you get to the top. Jump the pool of ice water and slide down. Jump to the lower left and then jump to the platform on the right. Hop down to the lower platform and flick the switch. Wait at your exit door and in a few moments the door opens.



Level 14 ENGINE ROOM password CLOUDS

There are lots of leaky pipes here, spurting jets of poison gas. You must save four men out of the six on the level. Go to the second platform up and make sure the conveyor is going in a clockwise direction, towards the exit and away from the gas flume (this one can't be sealed, so don't try). Block all the gas leaks to prevent casualties.

Avoid the massive crusher in the middle of the level. Instead, go to the top left corner and flick the lower switch. Don't blow up the chest at the base of the ladder. You may presume this blocks your men from going to the exit but in fact it blocks them from going the wrong way up the ladder system.

Level 15 GALLEY Password KEBABS

Save three out of four men. There are two platforms ablaze. Follow the chefs up the ladder. It creates the only route through the fire. They soon become trapped by two rolling platforms, either side of the men. Swing across the open air by jumping for the rope. Pull the lever, and swing back. The men are now on the move. Charge ahead of them and change the direction of both rolling platforms at the top of the level. The men are close behind you so be swift, changing the lever on the left first, for safety, as the fire is waiting below. The chefs can now escape. Go down and use the rope to reach the platforms on the right. Avoid the crusher by timing your dash past it and go down to the platform and exit below.

Level 16 ENGINE ROOM Password LIZARD

Reach the top left corner. Start up the conveyor, so it travels anti-clockwise. Seal the three holes spouting gas. The men now head in the right direction down the level. There are four locked chests stacked two on two, blocking the way to the exit. Let all the men go past you while standing on these containers. This gives you a bit of time to play with but not much. Bomb the top two chests and create an entrance to the lower platform. Avoid the gas and jump to the pipe to seal the holes. The chefs automatically drop to the exit.



Rescue a minimum of three out of four workers. Make your way to the top where the men begin their escape. Adjust conveyor belt direction so the men are going to the left. Go back and seal up the gas leaks. Blow up the chest blocking your path (bottom right). Move up left ladder and seal up the four gas leaks surrounding the exit. As long as all the conveyors to your immediate right are moving anti-clockwise, the men will come one by one to the escape hatch.

Level 19 SHIPS DECK Password RECORD

Rescue all four stewards. The instant you begin jump to avoid two large suitcases falling on your head. Jump to the right to land beside some spikes. Needless to say, avoid them at all costs. There is a button to your right. Press the button and a spring is activated under your feet. It throws you to the red disintegrating platform. As soon as you're on it, go right and up the ladder. Blow up the door with a bomb. Follow the route up the ladders in front of you and smash the door at the top on the left. Skip over the dip in the platforms and climb the ladders until you find a switch. Hit it twice to make a conveyor belt drop a suitcase into the dip. The stewards can now negotiate a safe path to the exit.

GALLEY

Jump over the flames using the swinging rope. Wreck the door in the middle of the level. Let the men ascend, always staying behind them so you don't collapse the delicate bridges. Make sure all the men cross the bridges together just in front of you. Blow up the next door you meet. Let the men cross the next bridge. Go up the ladders. Knock the lever on the right rolling platform and then on the left. The chefs now go to the exit and not the crusher!

Level 21 GALLEY Password SUNHAT

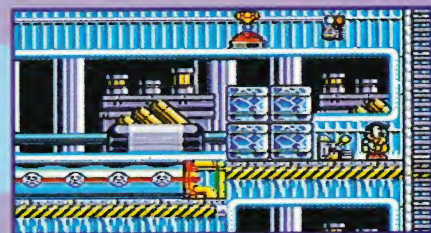
Save all three men. Explode the boxes to discover jet packs. Knock them off, into the rapidly rising water. The men fall into the water. They will hopefully bump into a jet pack and be blasted out of the water. You must dive down to your own exit to leave this death trap. Oxygen does not last for ever, so act fast.

Level 22 BALL- ROOM Password NICKEL

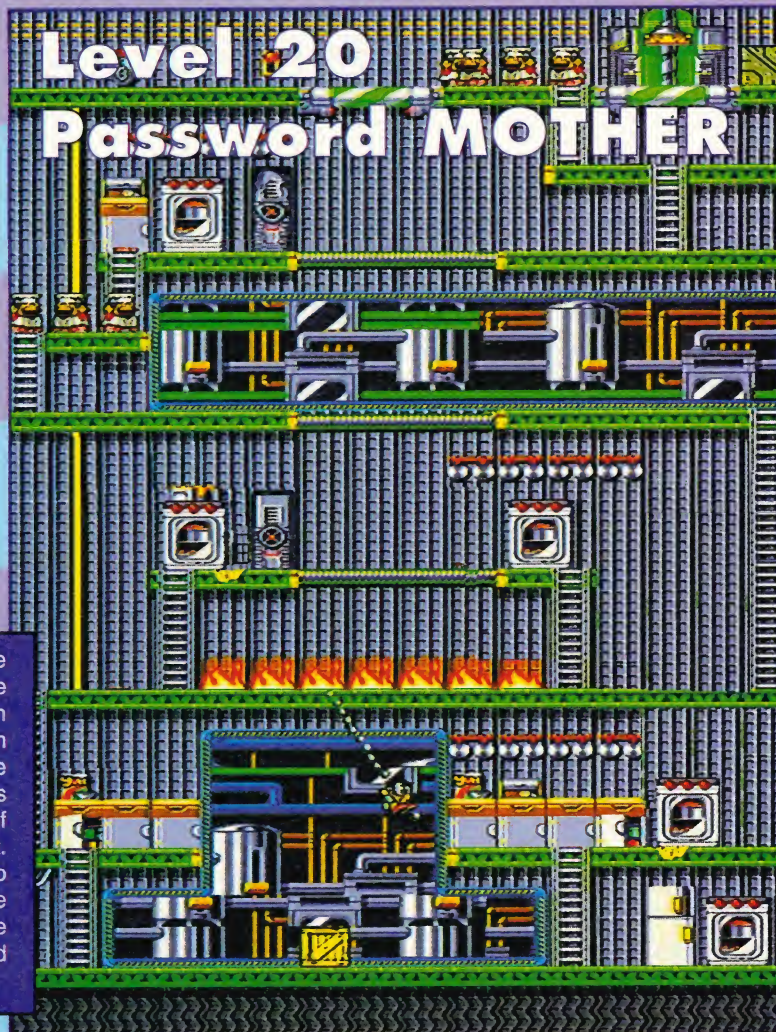
Reach the top platforms and leap over the gaps. Flick the lever to create bridges to the top. Return to the bottom. Blow up the barriers nearest the edges of the screen, furthest from the middle, so the passengers are released, two at a time. They will scurry up either side of the level until they reach the exit hatch.

Level 23 COLD STORE Password LITTLE

Blow up the ice blocks. Water is rising fast. Go up the left ladder. Pull the lever on the crusher to make the conveyor go clockwise and repel men from going under it. Pull the lever on the far side of the conveyor belt. Go up the ladders on the right to arrive at the bottom end of a slide. Wait until all the Eskimos are at the ice blocks on the conveyor and flick the switch twice. Ice falls to bridge the gap. Go up the ladder after the bridge of blocks has been built. Flick the right switch and then the left switch.



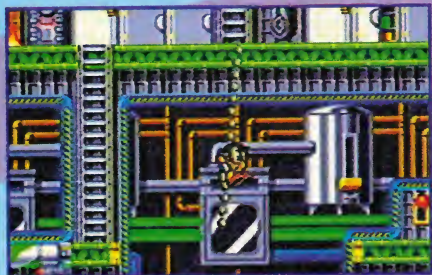
Level 20 Password MOTHER



Level 17 COLD STORE Password SILVER

Up the ladder. Turn right and jump off the platform to hit a slide. At the bottom, flick the switch and jump down the next slide and flick the switch. Go down the last slide, run to the left and jump over the pool. Go up to the platform with the conveyor and hit the switch twice. The ice block falls into the pool making it safe to traverse. Doing this quickly is the difference between success and failure. The Eskimos tumble down the slide and walk over the ice block. Move on to the ladder on the left. Hit the switch on the right of the conveyor at the top of the ladder. Keep going up and make sure the conveyor belts keep the men walking to the left and up. Usually this means changing both conveyor directions once.

Level 18 ENGINE ROOM Password BRIDGE



Level 24 GALLEY Password TREATY

Make bridges for the two gaps on the left by hitting both switches. The men follow you up the ladder. Don't blow up the box. Instead, go up the next ladder, but don't change the direction of the rolling platform. Jump across and make the conveyor go right in a clockwise rotation by flicking the switch twice. The box falls off the end onto the lower platform. The men now jump down onto the box and go right. Pull the switch on the left platform to change the direction of the revolving platform. The men continue to move upward now. Do not run across the bridge, as this ruins the path for the guys you're rescuing. Find your own exit and wait for the door to open.

Level 25 COLD STORE Password LISTER

Head up to the right and find a control panel in front of four blocks of ice, stacked in a square. Hold down C to activate the panel, this controls the suction device overhead. With C held down, press up to suck the cube onto the device. Then press left to



move it left and down to let it fall. Drop the blocks to the far left and work your way to the right until the bridge is complete.

The men will start walking over it just as you put the last cube in place. Hurry up the ladders on the right until you discover a compressor. There is a conveyor belt underneath it, activate the belt to go left. It is virtually impossible to get all your men across if they are spread out. Bunch them up by letting one or two of the men step onto the conveyor and then change it's direction so they are thrown back with their fellow companions, creating a tighter group.

Level 26 ENGINE ROOM Password SHARKS

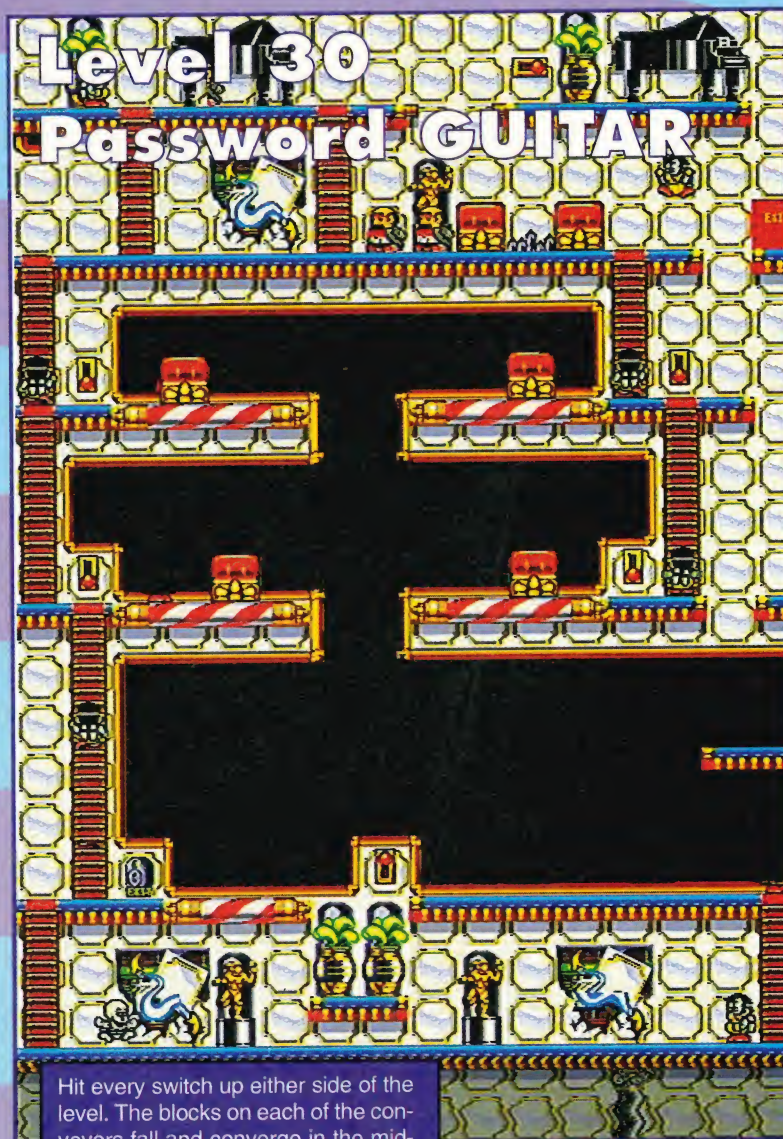
Plug immediate gas leaks. The engineers are trapped, continually pacing back and forth, between a wooden chest and a conveyor belt running the wrong way. This is good, because there is no time pressure and you can explore the level first. The men are safe so leave them where they are for a while.

Continue up the level on the right. Keep going until you reach the top. Seal the gas leaks along the pipes here. Ensure both the conveyor belts are travelling right. The conveyor on the right has three chests on it and when the belt is activated the chests fall off the end and stack up in a small tower. The top of this tower provides a platform to access the exit door. Return to the men and change the direction of the conveyor belt so the engineers can flee. The one random uncontrollable element on this level is a compressor that may pick off a man when they near the exit.

Level 27 ENGINE ROOM

Password PLURAL

Still in the engine rooms, the water is flooding in at a tremendous rate. Knock all the jet packs off the walls so they are floating in the water. The engineers will eventually be bobbing in the water and will each bump into



Hit every switch up either side of the level. The blocks on each of the conveyors fall and converge in the middle to make a platform for you to stand on and pull another switch. Now go up to the top. Knock a switch to put a bridge between the two platforms with pianos on them. The passengers trickle down the right and out.

BALL ROOM

one of these packs, so they can blast up and out of the level. When they have all gone, dive for your submerged exit.

Destroy the block on the right. The men now have a safe passage to the exit. Your own exit is hidden behind three ice blocks in the bottom right corner. Use your bombs to reach the door.

Level 28 COLD STORE Password RUNNER

Your men run up a ladder and become safely contained between two ice blocks. Go up, left, up, jump right, and change the direction of the conveyor. Return, blow up the left ice block. Once again, the men become contained by two big ice cubes.

Level 29 GALLEY Password STRIPE

Save all three chefs. Hit the switch in front of you quickly. Jump over the gap between platforms, over the raging flames. Make your way around to the left until you find a rolling platform with a box on it. The rolling platform has not been activated yet. Pull the

lever twice so the box on the platform falls on the flames, making a helpful bridge. Now blow up the box blocking your men and they run to the exit.

Level 31 BALL ROOM Password COYOTE

Turn the switch on the left of the grand piano to create a bridge. Go up the ladder and make two bridges by throwing the two switches. On the higher platform the men are contained, so pull the lever. The two obstacles on the left roll out of the way to make a convenient stepping stone. Get ahead of the men and throw the first switch you come to. Go up the ladder on the left. Jump over the spikes. Pull the vertical lever. Another bridge is formed. Finally, push the horizontal lever and a bridge appears over the pit with spikes.

Level 32 GALLEY Password LONDON

At the ground floor bomb the wooden box. The water begins to rise fast. Go up. Blow the door. Wait before crossing the collapsible bridge, until all the men have used it. There are two staggered groups, so be careful to wait for the second batch. Change the direction of the subsequent rolling floor.

Level 33 ENGINE ROOM



Password FOREST

Absolutely heaps of ladders on this section and gas leaks galore. Seal off the holes in the pipes as you rise up through the floors. There will not be time or need to seal all the holes so concentrate on the ones on the left side and the middle of the level. On the penultimate platform pull the switch on the right. The men are averted from the crusher.

Level 34 ENGINE ROOM Password APOLLO

There is immediate danger as the water is rising. Get ahead so you can guide your men carefully through the crusher by manipulating the conveyer. Go up to the next platform and find another crusher which you have to control. Blow up the two chests. Go up the ladder. Change the direction of the belt, toward the exit. Jump over the gap to reach your own exit.

Level 35 GALLEY Password BORDER

Hit the switch on the left. Go up. Avoid hitting the next one. Wait for chefs to cross the bridge. Go across yourself. Plant a bomb above the ladder, next to the door.

Level 36 ENGINE ROOM Password CARPET

Dart up the ladder on the right and block the spurting pipes. The men fall off the ledge, and drop to the bottom floor. Get ahead of the men climbing the ladders on the left. Start up the conveyer with the chests on it. They stack up to form a bridge. Walk across and the men escape.



Level 37 BALL-ROOM Password ENERGY

You begin at the bottom with the water rising. Don't blow up the door or the passengers will be electrocuted. Jump the gap. Go up the ladder. Jump the electrical spark halfway up the ladder. Pull the lever, go up and to the right and up and right again. Jump the small gap and pull the lever to make a bridge. Go up the ladder and wait for the men to make it across the collapsing bridge. When they have gone it is your turn to go across but do not walk. Jump in big bounds so you don't totally ruin the bridge, leaving sections of it suspended in mid-air. Blow up the red obstacle in the passengers path. They now escape. You meanwhile, should go back the way you've just come and utilise what's left of the bridge, by jumping, to reach your own escape door.

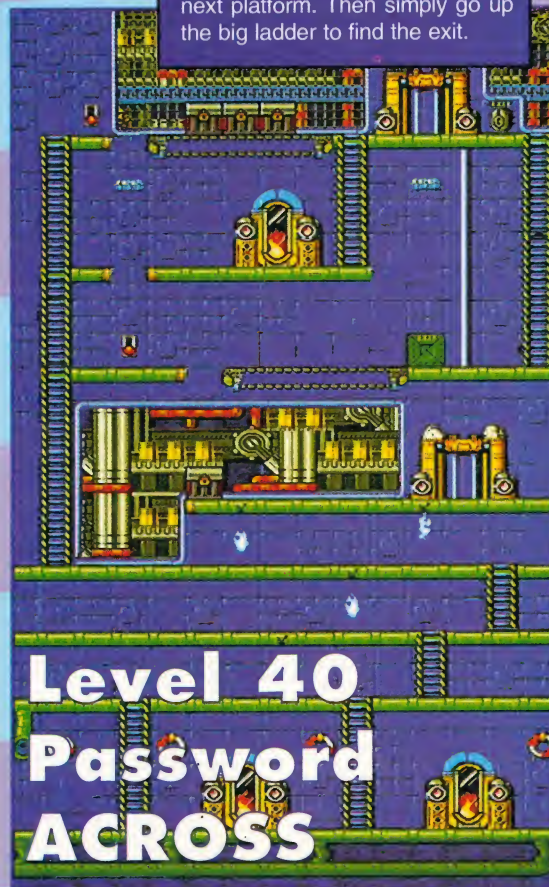
Level 38 GALLEY Password ENGINE

Move up and right, make the conveyer turn clockwise, then go right, up and make the conveyer here turn anti-clockwise. It's potluck if your men make it past the compressor, as there is no way to control it or your men. The chefs become stuck as a box blocks the way. Jump over the box, and then the gap between platforms. Pull the lever so a bridge appears. Now you can blow up the box and let the guys stampe through.

Do not touch the collapsible bridges and wait until everyone

ENGINE ROOM

Go up. Seal the gas leaks. Reach the conveyer with the three chests upon it. Start up the belt so they stack up on each other, to bridge the gap between the belt and the next platform. Then simply go up the big ladder to find the exit.



Level 40 Password ACROSS

is safely over. Now drop the small bridge via the switch on the right and leave the left lever alone. The chefs can now find the door by themselves.

Level 39 ENGINE ROOM Password DOCTOR

Go up. Plug the escaping gas. Confront a stack of four chests blocking your path. Blow one up. Continue up the ladder on the right. Make the chest fall off the conveyer you find, so that it replaces the one you blew up earlier. Keep sealing off the gas. Blow up the chest on the conveyer that is blocking the progress of the victims. Make sure the belt is rotating anti-clockwise.

Level 41 SHIPS DECK Password FLOWER

Blow up the case on the right. Press the button on the left. This throws you onto the next level. The passengers all climb up to the top, balancing on a flag line. Pull the lever down on the second floor, the one next to the steel door. Go to the top level and wait at your exit.

Level 42 GALLEY Password SYSTEM

Swing over the flames with the rope. Flick the switch to activate the bridge, on the level above the rope. Jump over the gap to activate the next bridge. Jump over the ensuing flames and shoot up the ladder. Change the direction of the rolling floor. Pull the lever so the bridge opens and boxes fall to smother the fire. Go up the ladder on the right and jump across to the rolling platforms. One of the rolling platforms has a box on it. Make the box fall onto the rolling platform below. This

means all the rolling platforms are going anti-clockwise. The box will fall neatly into place in the stack of boxes over the fire. If you mess up the timing the men become trapped in the space for the box and when you release it, it kills them all. Now go back and check all the bridges are up and in place.

Level 43 GALLEY Password INSIDE

The men are trapped by a crate so investigate the level and plan the route. Go up two levels where you see a rolling platform with two crates on it. Jump over gap, careful not to overstep into the fire. Start the rolling platform and make the crates fall on the rolling platform below. Afterwards, flick the switch back. Go back down to blow up the box blocking the way.

Level 44 COLD STORE Password CINEMA

Jump over the gap, above the pool of water. Go up a level. Alter the conveyer direction. Run for the switch on the far left. Go up a level. Blow the door but don't encourage the men to keep on coming, not until you have solved all the problems ahead. Throw the switches on the first two conveyors with single ice-blocks on them. The ice

pool becomes blocked so people can walk over it. Now allow your men to come forward a bit until they're contained again. Pile all the ice blocks left over into the middle of the room to create a tower. A new path is open to you now, over the top of the tower. Guide the men with the conveyors to the top left exit. Your exit is down near the base of the ice tower.

Level 45 GALLEY Password KEYPAD

Up one level, you should release a trapdoor so the pile of crates on top of it falls and covers the flames below. Ascend right to the top of the level on your own. Find the conveyer with the solitary crate on it. Hit the lever twice so the box falls onto the trapdoor. Open each trapdoor and let the box continue its decent. Eventually it falls and bridges a gap. Close all the trap doors now and the men will circle around to the exit located in the bottom right hand corner.

Level 46 BALL- ROOM Password SISTER

Scramble up the massive ladder. Blow up the red door. On the next level, jump the spikes and flick the switch to create a bridge. Jump over to the other side of the room. Work your way right down to the ground floor. Blow up the red obstacle and a hidden switch is uncovered. Use it and return to your exit up in the top left corner.

Level 47 SHIPS DECK Password CAMERA

Hit the big red button nearest you, left of the suitcase. You and the passengers are hurled to the level above. Blow the door. Run up the ladder and jump to the right lever and pull it. Go left, then up three ladders. Run to the right, jump over the suitcase on the moving chain. Jump to the lever on the right and pull it. The suitcase should fall onto the spikes. Now change the direction of the chain by pulling the lever again, so it's going to the right.

On the level below with the two moving chains and the exit, make

sure the left chain repels the men away from the spikes. Now go down to the level where the passengers are and throw the switch in the middle of the two conveyors. The passengers flee to the left and eventually reach the exit. Your exit is down on the lower level with the now crumpled door. Jump across the collapsing red floor and go through the doorway.

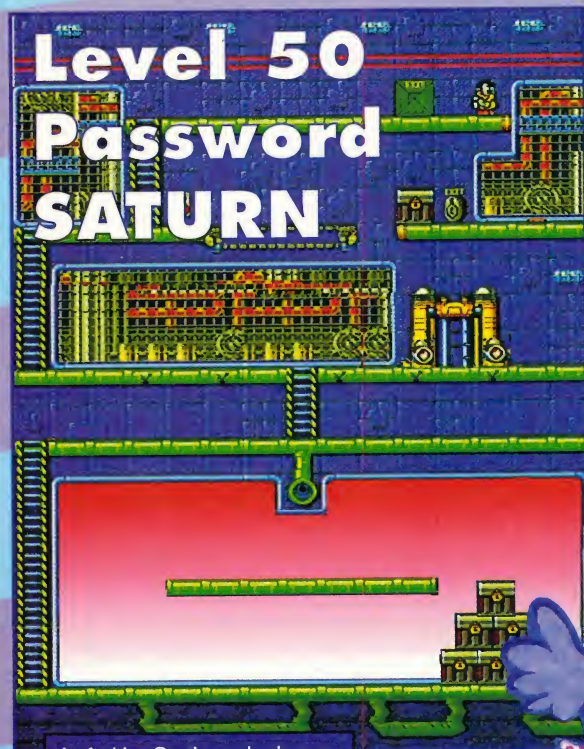
Level 48 GALLEY Password SPIDER

Pull the switch on the immediate left. Chefs become contained. Jump off the rolling floor on the right. If you jump too far you may land in a small but fatal fire. Change the direction of the rolling floor. Jump down to the cooker on the lower floor. Jump to the far right platform and reverse its direction. On the level below, make sure the bridge is not up so the chefs fall through the gap and therefore avoid being crushed by the compressor.

Now might be a good time to release the chefs from walking in circles. Allow them to follow the route you have prepared. Scurry ahead to fall through the gap where the bridge used to be. Run to the right to throw a switch. Drop bombs on the wooden crates. When you can squeeze through, run to the right and switch off the bridge. The chefs will now avoid being burned to death and will fall to the ground floor. Blow up the door and go to your exit as the chefs go to theirs.

Level 49 GALLEY Password ORCHID

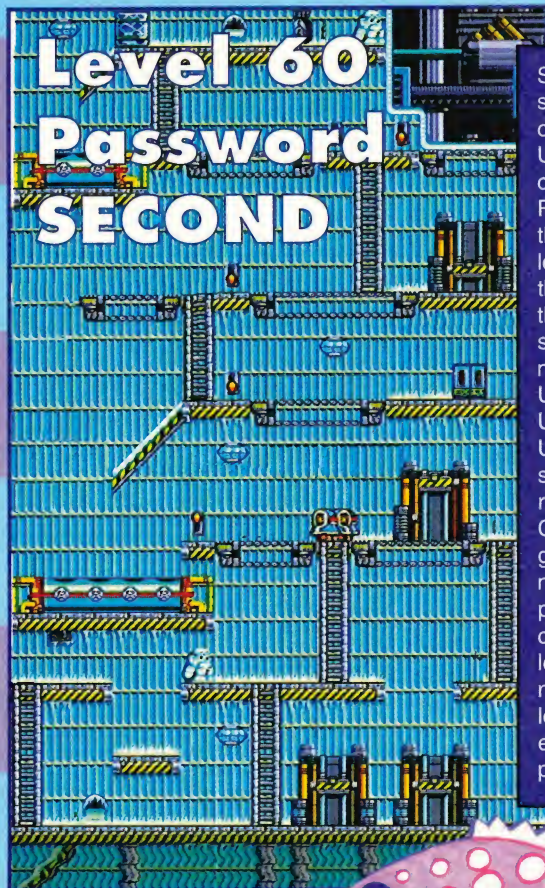
Jump over the box to the left of the ladder. Make the box on the rolling floor fall to the left. Go up a floor. Make the box fall to the right so it piles on top of the other box. On the next floor up, guide the chefs through the compressor to the left. Rush down the ladder and start up the conveyer with the box on it. This is the tricky part and will require skillful or lucky timing and judgement. The box lands on a collapsing platform for about two seconds. In this two second window, have all your chefs standing or jumping on top of the box so they can stretch to the exit door. A good tip to carry off this method is to pay attention to manipulating your men while trying to cross under the crusher. Toggling the conveyer while men are just walking onto the conveyer may throw men that have got



Left. Up. Seal gas leaks on the left. Up. Right. Avoid compressor, jump over gap and jump over the chest on the conveyor. Activate the belt so the chest falls to the right. The men find the way to the exit.

ENGINE ROOM





COLD STORE

ahead of their companions back into the group. The aim is to huddle them together, so they occupy the same space, more like one man than four. As long as two make it you will still succeed.

Level 51 ENGINE ROOM Password AMAZON

Right. Up. Carefully creep past crusher. Up. Blow up one chest. Use the remaining chest to jump up to the door. Bomb the door. Now bomb the remaining chest. The men find the exit. Run up the ladder on the left. Jump for the green pipe until you are clutching it. Grapple your way to the level that is staggered under the pipe you are clutching. Up. Jump across the gap, over the battered door. Go through your exit.

Level 52 ENGINE- ROOM Password

Save three men out of six. This gives you a lot of room for error. Left. Up. Careful of the two compressors. Up. Right. Up. Make sure the conveyor belt on the left is going right. Guide the men carefully under the menacing compressor. Remember three men are expendable. Up. Left. Throw switch. Up. Left. Throw switch. Up. left. Jump. Hit the switch. Back to the right. Hit switch. Conveyors must be going to the right so the men do not fall in the pool. Go up the second conveyor belt on the left. Up. All conveyors must be going to the left. Your exit is four levels down from the top platform.



PEOPLE

Up. Hit the switch so conveyor is going anti-clockwise. Left. Up. Carefully guide the little guys across the conveyor. Go up the ladder. There is a flume spouting gas. It cannot be sealed. Condense the men into one man as you have done before, to make it possible for them to survive. Up. Repeat the condensing method as before and let the men through. You are allowed the odd mistake you will be glad to hear.

Level 53 ENGINE ROOM Password AROUND

You must not lose any lives. Don't blow the door. Go up until you see gas escaping and plug the hole. Up. There is a conveyor belt with a crusher after it but luckily there is a ladder on the conveyor which the men will go up. You will however have to dodge the compressor yourself to grab the lever and make the conveyor go the cor-

rect way. Up. Right. Up. Left. Change the direction of the conveyor. Men are now confronted with gas jutting from a flume, hanging directly over a conveyor belt. Guide the engineers (bunched up) past the flume. Drop below and block the gas leaks on the lower pipes.

Your own exit is hidden behind a chest one level up from the mechanics exit. Blow up the chest.

Level 54 COLD STORE Password HAMLET

The men are contained. Go to the level below. Use the control panel (C and direction to suck, guide, drop the ice blocks) and block up the icy water. Return to the level above and do the same with the control panel. Your men are now on the move. Jump down and blow up the ice blocks. Left, down. Guide the men through the compressor. From here on its plain sailing.

Level 55 BALL ROOM Password FARMER

Your aim is to get all the men from the top floor to the ground floor. Up. Hit switch. Make the bridge dissolve by jumping on it. Up, right.. Again dissolve all the bridges. Up. Cross over to right when you have a chance (next to piano). Go up as high as you can and jump left. Go down the steps and flick the switch. Follow them to the bottom level. Left, up. The exit is in sight.

Level 56 SHIPS DECK Password BEAGLE

Up, blow up the door at the top, as far as you can go. Head back down. Where the chain repels the men, run

across the dissolving red floor. Flick the switch. Wait for the men to find their exit. After the men are safe, run across the top red floor to the right. Go down the ladders to where the moving chain is. Here you will find the exit.

Level 57 GALLEY Password CASTLE

Make sure the first two bridges you come across on the first floor are up. On the next level make sure the bridge is off. The men will fall back down to the first floor. Right, up, jump right. Throw switch. Jump left. Throw switch. This will prevent the chefs falling into the fire. You fall off the ledge on the left. You will be momentarily dazed as it is a big drop. Left, up, Jump the gap, up, throw the switch so the bridge is in place. Wait for the chefs to catch up. When they are over the disintegrating bridge, run past them and to the left, past their exit to the switch. Make the rolling platform roll toward the exit. Go right to find your exit.

Level 58 SHIPS DECK Password TONGUE

Save four out of five men on the ships deck. Pull both levers on the right of the door so the chains are heading to the right. Now find the enormous ladder spanning the whole level situated on the left. Up. Right. Place a bomb next to the door. Throw the lever so the chain is going to the left. Now go right back around so you're on the right side of the right door. Blow it up. Don't touch the red floor. Your exit is in the bottom right corner. Go halfway up the ladder and jump to the right.

Level 59 ENGINE ROOM Password LUXURY

Left. Up. Go to the level opposite the third conveyor belt. Seal off the pipe. Jump to the conveyor. Run to the right. Change its direction (to go clockwise). Jump up and seal the pipe. Go up each conveyor and change the direction it travels so they are all going anti-clockwise. The engineers will then find their exit. Your exit is at the top left.



Level 61 BALL ROOM Password ACCEPT

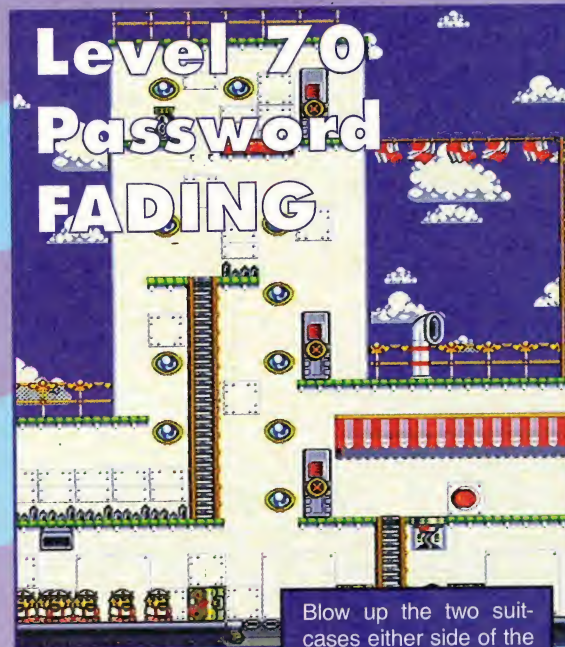
Up left as far as you can go. Form bridge on left to protect men from spikes. Back down to the level where men are held. Run across collapsing bridge. Flick switch. Wait till the water rises so you can swim across to the opposite side, avoiding the spikes. Follow the men up the left of the level, right, up, flick switch, left. Your own exit is on the right side, mid-level.

Level 62 COLD STORE Password TYPING

Only one man to rescue. Jump over to the left conveyor with a single ice block resting on it. Cause ice to fall off the left side. Wait until the man has made it to the first platform on the left. Flick the switch twice so the ice stacks up to bridge a gap. Throw the switch on the right conveyor belt to encourage the man forward. Negotiate the ladders until you're forced left and have to jump off to land on a conveyor belt with three ice blocks. Hit the switch once on the left. The blocks fall off the left side and bridge the gap. Up. Confront the control panel. Suck up the two ice blocks and drop in the gap. Go right. Up. Another control panel awaits you but you only have to manoeuvre one ice block, to clog up the icy water. Left, up, change the direction of the conveyor. The men find the exit.

Level 63 SHIPS DECK Password UNITED

You have to save all six men. Touch the red button. Up to next level. Blow the door on the raised platform on the right. Up. The small moving chain here must divert the men to the left. Let them cross a small red platform. Jump over it so there is a bit of it left which you can use later when you need to reach your own exit. It dissolves behind you. Up. Blow up the door. The passengers slide down the rope to the exit. Go to your exit.



SHIPS DECK

Level 64 BALL ROOM Password CANDLE

Rescue all five men. They are down the bottom. Go left. Fall through the dissolving bridge. Change direction of the roller so the men are released. They will go up and to the right. Let them go first over the bridge. Up. Hit the lever on the right. Up. Wait until they are over the bridge. Now simply wait at the exit between the two statues.

Level 65 COLD STORE Password JUGGLE

Left. Use the control panel to move the ice blocks into the pool. No time to waste with this opening task. Wait until the men cross the ice block pathway and

Blow up the two suitcases either side of the chain. Flick the switch. Up. Hit the red button. Work your way to the top right, where you must blow up the door. Let the men go ahead whilst you return to your exit. Your exit is on the ground level to the right

then, using the same control panel, suck up two of the blocks and stack them up under the exit door to the right. This makes a platform by which they can reach the door.

Level 66 BALL ROOM Password CHANCE

Hit the first two switches you come to but leave the third. Down. Deactivate the trapdoor. Fall through. Hit the switch on the left to change the direction of the rolling platform. Fall down the large drop to the left. Jump the gap to the right.

Throw the switch next to the exit door. Down to the bottom floor. Up the ladder on the right. Blow the red door on the left. Your exit is on the left side next to the grand piano mid-level.

Level 67 SHIPS DECK Password PLAYER

Drop down to the platform below. Make two suitcases on the conveyor fall into the gap to the right. Blow up the suitcase blocking the path of the passengers. Up. Blow the case on the right. Slide down the rope to the bottom level. Up. Left. Up. Left. Make the suitcase fall to the right. Men are trapped so they are safe to leave. Make conveyor go right and the one

directly above it do the same. Work your way around the top of the level. Two chains are here, each with a suitcase on them. Hit the higher switch twice, so the suitcase falls on the suitcase below. Make these two stacked cases fall to the left. Go to the top chain and make it turn to the left. Your own escape is on the ground floor.

Level 68 BALL ROOM Password MEDUSA

Rescue all four men. Trap them in the space between two rollers (so the right one is going to the left and the left is going to the right). Up. Left. Make sure the floor has no gaps in it. Up. Right. Creating bridges. You will notice the last in the series of switches does not create a bridge on the gap before you. Instead it creates a bridge on the other side (to the right). Make sure the bridge is in place. Return to the men. Release them on the other side (to the right). Make sure this bridge is in place. Return to the men. Release them on the right side. Go up as far as the next two rollers, where you can hold your men again. Hit both switches on the left to level off the floor. Up. Bridge gap. Blow the door. Flick the switch on the right of the exit. Your exit is in the centre of the level.

Level 69 ENGINE ROOM Password RABBIT

Blow up the door on the left. Up. Left. Up. Up. Men become containers. Up. Left. Up. Conveyor must go right. Up. Seal all the gas leaks. The conveyor under the compressor has to travel clockwise. To release the men from their position make a perilous leap. Go to the conveyor belt under all the sealed gas leaks. Run and jump off it as far as you can go. You will land heavily but alive. Flick the switch you find here. Don't blow the door on the right.



Level 71 GALLEY

Password BUTTON

Jump over the left gap and climb up the ladder. Jump over the gap to the right. Make sure trap door is off. Jump back to the ladder. Leap to the right to the switch. Make sure the trapdoor is off. Jump back to the ladder. The roller should be moving to the left. Up. This roller should be moving toward the right. On the level above, switch off the trapdoor so there is a hole in the floor. Up. Hit the lever once. A box falls down the levels to block the fire on the ground floor. Return to the floor with the passing chefs. Blow up the door and they fall to the exit below. Your exit is in the top right corner of the room.

Level 72 COLD

STORE Password DISCUSS

Save all three men. You begin on the ground level, standing next to a control panel. Go up a level and stand before another control panel. Block up the icy pool with a large ice cube. Up a level. Drop all three ice cubes into the pool. You can see one cube to start with, so drop it on the side of the pool nearest to you. When you stand on it you will see the other two cubes. Climb up two ladders on the right. Yet another control panel with ice moving device is here. Drop blocks of ice into the pool. This pool is very wide, but just fill in the middle to make a complete bridge. It's impossible to see the other side at first. Left. Up to the right is a compressor with a conveyor under it. Use this to eventually control the flow of men to the exit. Now return to where you began and put the block of ice in place to both release the passengers and give them safe passage over the pool. Run back to the compressor and await them.

Level 73 SHIPS

DECK Password ROMANS

Save all three passengers. You begin on a small green ledge. Hop down to the ground floor. Left. Jump over the spikes. Use the button to throw you up to the higher platform. The chain here must be feeding to the right. Halfway up the ladder jump over the suitcase and chain to reach the

switch. Use it to make the suitcase fall to the right (touch lever twice.) The chain on the right should be going to the left. The suitcases are making the foundations of a platform which the passengers can use. Up to the next suitcase on the chain and make the chain travel to the left. Flick the switch so it changes direction. Go Up.

Use the lever in the top left corner. The suitcase falls to the left and the platform you're building is now complete. Go to the left side of the room next to the door blocking the passengers. The men are now on the move. Blow the door up. Up. The moving chain must travel to the left. This is all you need to do for these guys. To find your own exit, hit the button under the top green floor. You will be tossed up to the this platform and you can now escape.



Level 74 BALL-ROOM

Password RUBBER.

You only need to save two out of the four men. Go to the first floor. Middle trap door must be off and trapdoors to the left and right, either side, must be on. Up. Trapdoors off. Up. Trapdoor on the right side has to be off. Up. Blow up the door. Your own exit is in the top right.

Level 75 COLD

STORE Password LIVELY

Once more, save at least two from the four. Up. You have no means of controlling the left conveyor. Ensure the one on the right is going clockwise. Up. Conveyor must go anti-clockwise. Up. Jump over the ice block, over the gap, and change the direction of the conveyor so it's moving to the left. Back track to the platform with the ice block. Hit the switch once so the conveyor here is revolving to the right. Up.

A conveyor belt with a compressor of it stands before you. Make sure it's travelling clockwise for safety reasons. Time to shoot ahead of your men to arrange the route they will take. Go right up to the top. The conveyor with the crusher looming over it must be going anti-clockwise, as must the conveyor on the left. Now return to the compressor and help your men through via careful conveyor control. Your exit is back down at the first floor to the left of the icy water.

Level 76 SHIPS

DECK Password MIDDLE

Up. Swing to the right with the rope.

As soon as you land on the red floor, run to the right. The red level collapses. As long as you make it up the ladder, no problem. Blow up the door. Up. Blow up the suitcase on the right. Up. Left. Up. Blow up the suitcase on the right. Up. Left. Up. Jump up to the green platform. Walk off the edge on the left. Don't jump. Throw the switch to guide the men to the exit. Your exit is to the left on the

level above the rope, where you blew the door to release the men.

Level 77 GALLEY

Password FLUFFY

Wait for the men to pass over the collapsing bridge before running over it yourself. Up. Blow the crate. Wait for the men to go across and follow them. Keep as close as you can behind them. Run up the ladder. Right. Jump over the gap quickly.



Throw the switch. The men become contained in the space between the two rollers. Throw switch between the two rollers. They then go left and up. Follow them. Let them go first over bridge.

Level 78 SHIPS

DECK Password SOCCER

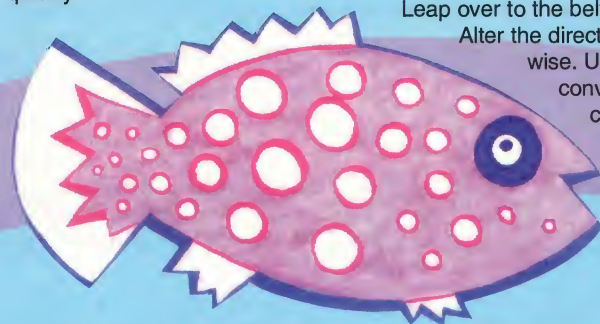
Save all three. Swing to the left platform with the rope. Pull the lever. Wait for the men to cross first. Run across the red dissolving floor above the rope. Flick the switch. Up. Follow the men across the red dissolving floor. Up. Left. Run over red floor. Jump the spikes. Flick the switch. Guide the men upward. The top two floors consist of the red platforms. Run across the lower dissolving platform. Up. Plant a bomb. Blocking suitcase explodes. The men walk to the exit. Your exit is on the ground floor on the right.

Level 79 COLD

STORE Password QUARTZ

Rescue two from four. Conveyor belt must turn to the right. Jump left on to the conveyor. Up three ladders. Notice this level has your exit on it. Make sure the conveyor here is turning anti-clockwise. Up. The conveyor here must turn clockwise. Up. Ignore the conveyor on the immediate right. Leap over to the belt on the far right.

Alter the direction to anti-clockwise. Up. Change the conveyor direction to clockwise. Jump the large gap to get to the relevant lever.



Level 81 BALL ROOM Password HELMET

Only two men to rescue. The men, clad in tuxedos, fall from a hole in the wall straight on to a roller guiding them into an electric charge. Change the direction of the roller quickly. Up. Jump to the left (over spikes) and pull the switch so the trapdoor is in place. Jump over the spikes on the right, flick the switch, so two blocks fall from the roller into the gap. The gap is bridged.

Stand on these blocks to pull the lever over them. Leave the men for now as they are safe on this level for a while. Right. Up. Left. Up. Jump over the spikes. Flick the switch so a

block falls to the right of the roller. Jump back over the spikes.

Go up ladder on the right. Jump across bridge, sparing as much of the bridges as you can. Hit the switch. The block falls on the block below. Pull the lever now made available to you. Trapdoor makes the floor complete, with no gaps in it. Ensure the roller is turning to the left. Up left ladder. Right. Up. Jump to the right. Pull vertical lever so the block falls to the left. Jump back to the platform with the grand piano on. Up. Jump right. Make the block fall to the right. Now you can reach the switch below to activate the trapdoor to bridge the gap over the spikes. Now place the two bombs on the two blocks you are standing on. Return to the men and release them. Go to the top left corner to escape.

Level 82 SHIPS DECK Password JAGUAR

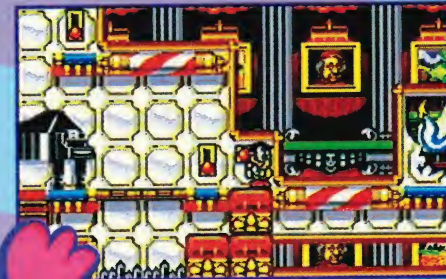
Save three from the four. Up ladder on the left. Left. Up. Hit Red button to be thrown to the next level up. Right. Blow up steel door. Run across collapsing floor. Jump over spikes. Right. Up. Left. Up. Blow up the suitcase. Up. Blow up suitcase. Up right ladder. Left. Blow up the door next

to the passenger exit. Go down a level. Run to the left, over the chain. Hit the switch so the chain moves to the right. Go back to the ground level. Press the red button on the right side of the level.

Level 83 BALL ROOM Password SUNDAY

Go up. Keep men penned between two rollers. Jump over the gap on the right. Up. Work your way around to the right. Go left once you're at the top. Down. Reach the

Up right ladder. Left. Up. Chain must move to the left, away from the jagged spikes. Up. Chain on right must travel left. Up. Chain on left must go right. Left. Change direction of chain, toward the ladder. Up ladder. Slide down the rope. Jump off the edge to the left. Land on a moving chain. Change its direction, away from the spikes. Dart down to the level under this. Right of the ladder is a lever. Pull the lever. All the chains are now moving toward the exit. Above the passenger exit is your exit but watch out for the spikes in the path just before the open door.



very bottom left corner to throw switch. Up ladder. Wait for men to cross collapsing bridge. Run ahead of them. Pull the lever so the roller on the right does not hurl them off onto the spikes. Go to the right. Use the trapdoor on the right. Down. Get rid of the trapdoors and blow up the

obstacle.

Level 84 SHIPS DECK Password PUBLIC

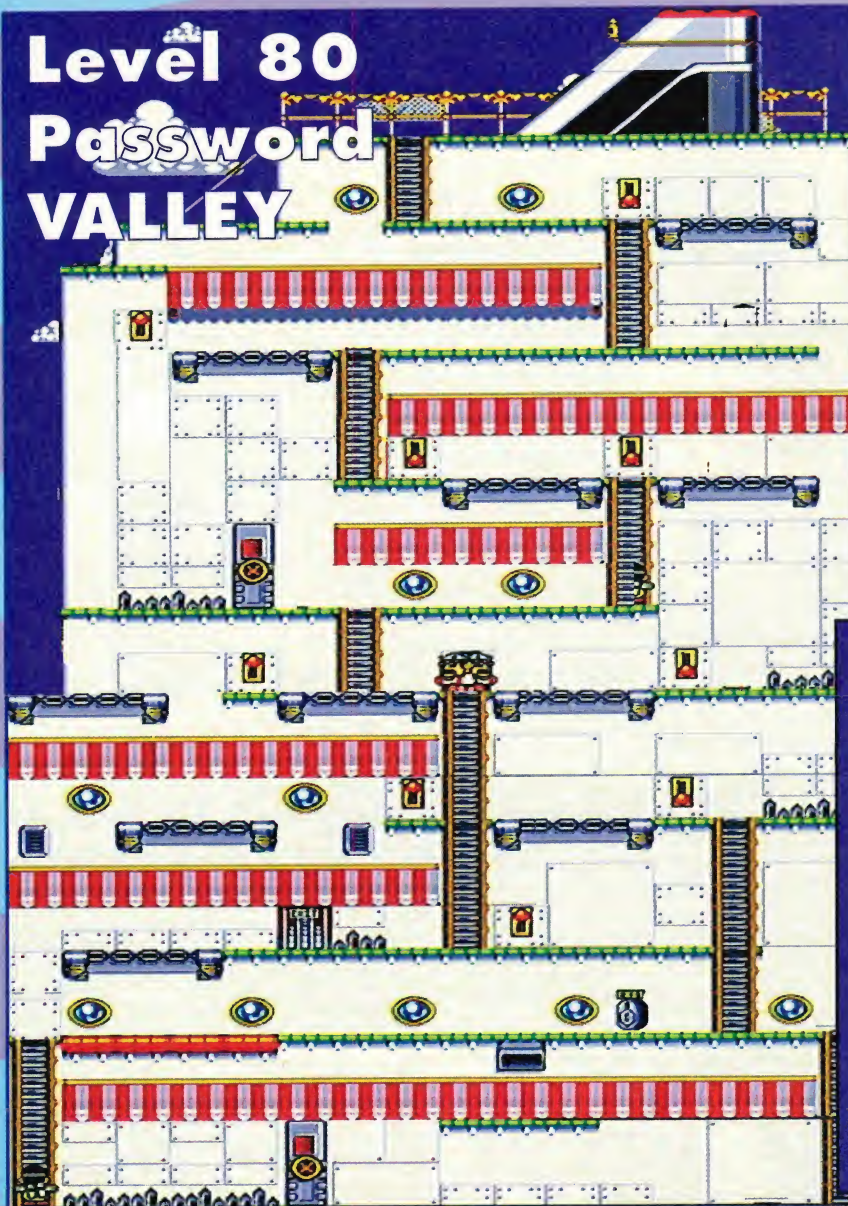
Up. Right. Up. Hit red button. Up. Pull lever. Two suitcases fall from chain to the left. Now release the men from their entrapment and they go to the exit.

Level 85 COLD STORE Password LEADER

There are two conveyors above the level you're on. First go to the one on the left. Hit the lever twice so the ice plugs up half of the frosty pool below. After you have done this change the belt direction again. On the opposite side, make sure this conveyor also drops its ice into the pool, so it's completely blocked. Up the left ladder above the level with your personal exit on it. Do not touch this lever. Leave the ice sitting comfortably on its motionless conveyor belt. Go up, right. Jump the gap. Up.

Make the two ice blocks fall below. Ensure conveyor below is travelling to the left. A gap will be filled. Now return to the passengers. Blow up the ice block in their way. This takes care of the passengers. However, your exit lies above an icy pool one ice block wide. Go back to where you stacked up the three ice blocks. Start the conveyor belt so the ice falls to the right side. Jump on top of the stack. Blow up the higher two ice block. Now you can leave.

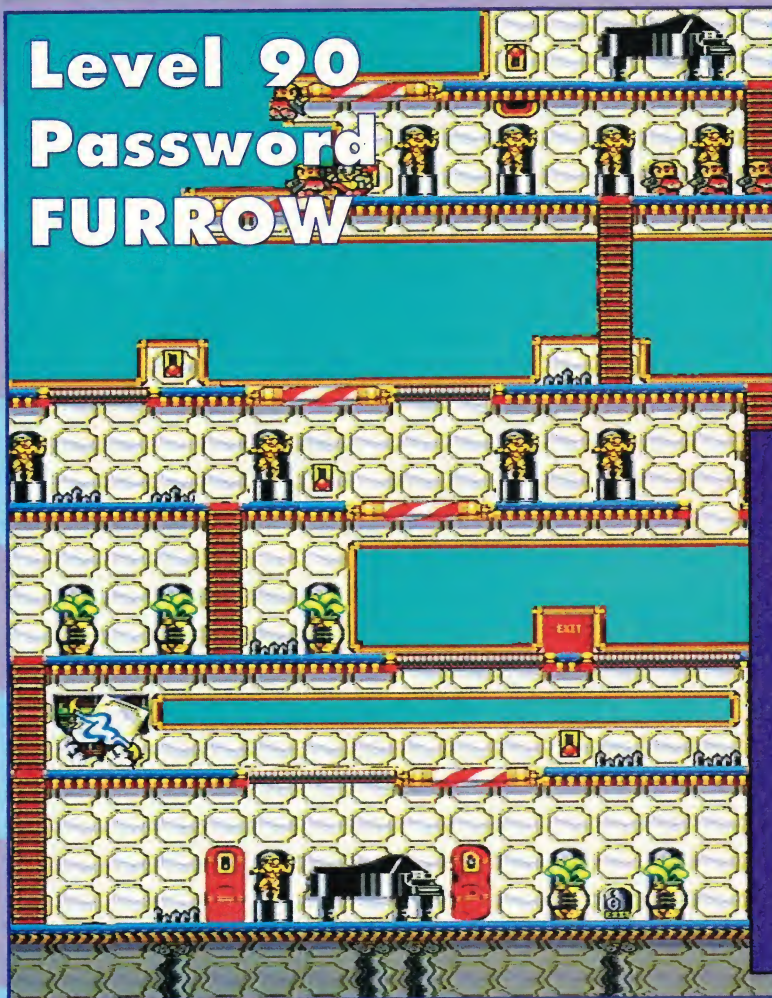
Level 80 Password VALLEY



SHIPS

BALLROOM

Level 90 Password FURROW



Level 86 BALL ROOM Password MARKET.

Alter the direction of the rolling pin away from the spikes. Up. Right. Up. Blow up the door. Allow the passengers to cross first. Work your way up to the top level. Open the trapdoor just before the electric spark. Jump down. Open this trapdoor too. Passengers will now escape. Best not

to follow them all the way to the exit as you could find yourself in a pickle. Your exit is on the ground floor.

Level 87 GALLEY Password TWENTY

Rescue at least two from the four people in distress. Jump to the right. Up ladder. Pull lever. Wait for the men to cross the bridge and follow. Up. Jump over the gap to the right. Throw switch. Jump over gap to the left.

Throw switch. Left. Up. Left trapdoor must be on. Right. Rolling platform must be pushing to the right, where the exit is situated. Your exit is on the ground floor to the left.

Level 88 COLD STORE Password JAMJAR

Up. Right. Jump gap. Up. Left. You see conveyor with two ice blocks. Make them fall off to the right to create a walkway to stop the men being ushered into the pool. Get the con-

Up to the top of the ladder. Jump over spikes. Walk on bridge to destroy it on the right of the spikes. Fall through. The roller must be travelling to the left. Make the bridge on your left fall to pieces. Fall through the opening. Blow up the red door on the right. Go up the ladder and take a flying leap to the left side of the screen. Jump over the spikes. Make your way to the top right corner. There are two rollers, one above the other. The lower one should be going left. Fall off it to the lower level. Make the roller here roll to the right. Collapse the bridge on the right. Fall through it, onto another roller. Make this one turn to the right. Don't follow the men when they fall through the small gap on the right.

veyor on the right to drop ice to the left for a new path to be opened. Up ladders to the right. Activate the conveyor belt to go to the right and therefore drop its ice cubes into the dip. Left. Up. Jump over the icy pool. Conveyor must go to the left so it deposits all its ice. Flick the switch again so the conveyor is now moving to the right. Your own exit is to the right halfway up the room.

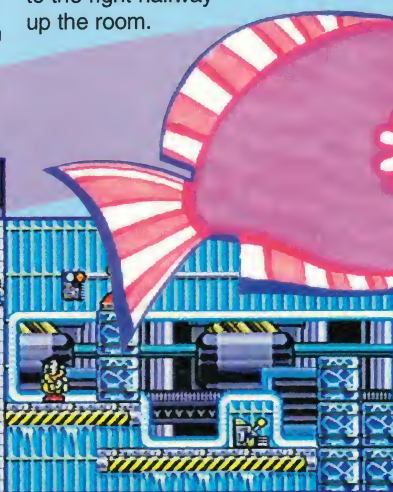
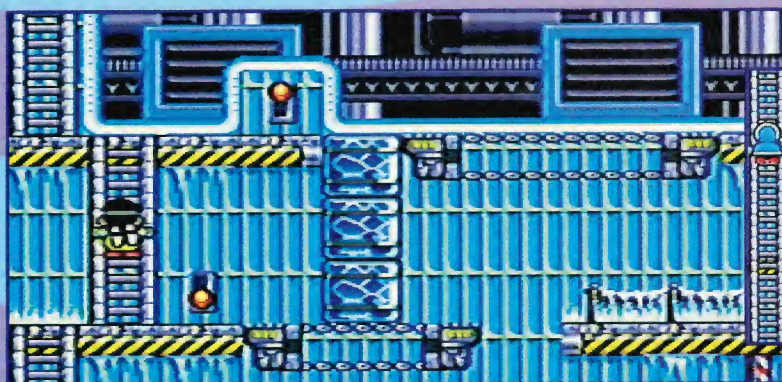


Level 89 SHIPS DECK Password NATURE

Up. Let the men go first. Follow them after they have used the bridge. Right. Up. Left. Leave the suitcase acting as a barrier just for now. Jump over the red floor (not touching any of it). Up. Jump left. Up. Lever has to be down so the suitcase will fall to the left. Right. Jump down to the suitcase. Go right. Jump over the red floor without touching it. Right. Up. Left. Jump to the ladder. You can see the men will now be free to exit. Return to blow up the suitcase in front of the passengers. Your exit is mid-level to the left, next to loads of spikes.

Level 91 SHIPS DECK Password BUBBLE

Blow up both doors. Jump left. Up ladders. Throw the switch so the suitcase falls to the right. Jump right to the other chain. Make the suitcase fall to the left. Up the right ladder. Make the suitcase fall to the right onto the chain below going to the left.



Level 92 COLD STORE Password SEESAW

One guy to rescue. Go left. You find a control panel and several ice cubes which you can manoeuvre via a suction device. Basically block up the gap on the right at all costs and leave the gap on the left open. This may take a bit of shuffling around with the ice cubes. There is a second control panel to move the ice cubes on the far left, situated in the dip to

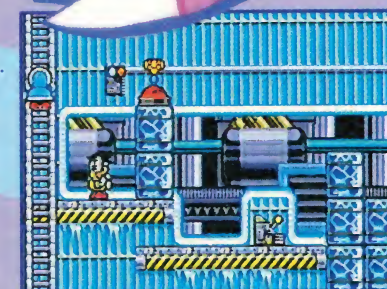
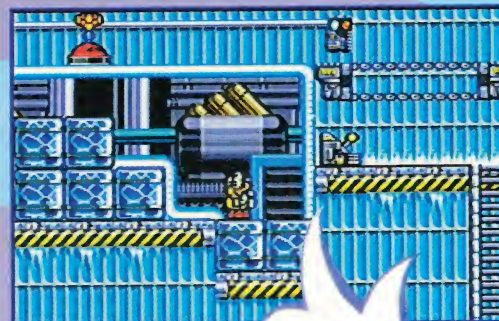
the immediate left. The solitary man will fall from the gap on the left and go up the ladder. Do not bother touching anything else. Just go to your own exit on the level beneath the top level.

Level 93 BALL- ROOM Password PEANUT

Save all three men. Jump over to the ladder on the right. Up. Jump over the gap to the left on the next level

up. The roller must roll to the right. The men will become contained. Up the ladder on the right. Left. Up. Roller should turn to the right. The obstacle falls on to a trapdoor. Open this trapdoor. Go back up the ladder. Right. Up. Left. Jump to the roller. Make the box on it fall to the left. Now there is no way the men can fall onto the spikes.

Blow up the obstacle in their way. Up the right ladder. Left. Both trap-



Level 94 BALL- ROOM Password FRENCH

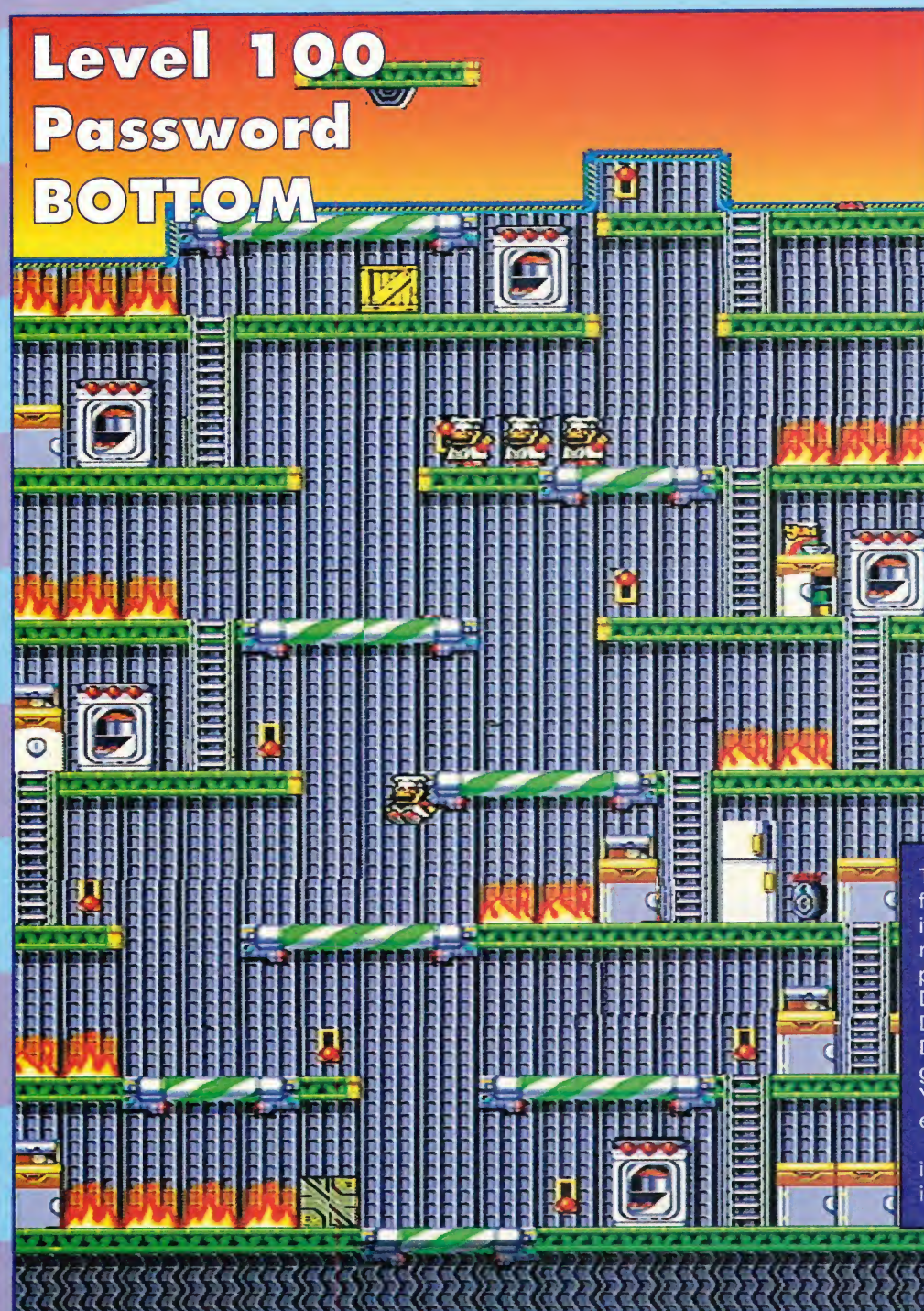
Right. Jump gap. Two boxes fall into the gap from the roller on the right. Change the direction of the roller to go right. Up. The roller on the right should roll to the left. The trapdoor on the left should be on. Blow up the red door. Allow the men to cross the bridge. Follow close behind them. Up to the top of the ladder. Jump to the left switch to make the roller fill the

(switch is to the right of the electric spark).

Throw the switch twice so the roller rolls away from the fire toward a gap. Down. Change direction of the roller so it travels to the left. Right. Down. Throw the switch so the roller to the left travels to the right. Down. Jump to the left platform. Change the direction of the roller to the left. Down the ladder. Use the lever to make the roller go left. Down. Make the roller go right, away from the flames. Down. Make the roller roll away from the flames so it's going right. Up. Roller must go left, toward the left ladder. You now find both the passengers exit and your own exit.

The game is now completed. Congratulations on seeing it through to the end and surviving the 100 exhausting levels. Well done me old sea dogs!

GALLEY



Level 100 Password BOTTOM



gap with two obstacles. Keep the men trapped here for a while (roller going left).

Jump over the spikes to the tiny platform. Jump right again. Make the roller dump two boxes to the left. Now you can reach the switch to raise the trapdoor. Up to the top of the ladder. Left trapdoor must be off. Fall through the opening. All the trapdoors on this level must be in place. Up the ladder on the far left. Jump over the gap. Raise the platform. Allow the men to cross the bridge before you. Right. Make the trapdoor appear. Up. Left. Jump the gaps. Switch the trapdoor on.

Level 95 SHIPS DECK Password SPRITE

Up. Left. Up. Right. Force the suitcase to fall off to the right. Up. Left. Up. Right. Go down until you reach the suitcase, blocking the way to the exit. Blow the suitcase up. Your exit is down on the bottom floor to the right (jammed between spikes). Jump off the platform where the men escaped and nudge the D-pad left.

Level 96 ENGINE ROOM Password CATTLE

Up the ladder on the right. Left. Seal up the gas leaks. Up the left ladder. Seal up the gas leaks on the first three levels up. Your job is done. Find your exit in the top left.



Level 97 SHIPS DECK Password FROZEN

The men are held behind the steel door for now. Up. Left. Up. Right. Up. Jump over the suitcase to the right. Make the chain travel to the right. Up. Run across the red floor. Hit the switch next to the exit. Jump back. Up the level. Make the suitcase fall to the left. Follow the suitcase until you are standing on it. You can now reach a lever. Use it to make the case nearest fall to the right. Follow this suitcase down. Stand on it when it stops and pull the lever made available to you.

Once again a suitcase falls off to the right. Hit the switch this time and you reverse the chain to your left. You are halfway there now. Go to the two chains next to each other and hit the lever in the middle. Both chains are now travelling to the left. Go up the ladder system on the left until you reach the very top. Both suitcases must fall to the right. Your exit is on the right and a suitcase blocks it.

Level 98 BALLROOM Password IGNITE

One man to save here. All trapdoors should be open and all rollers should be rolling to the left. Stack up all the blocks on top of each other, down the centre column. Hit switch for roller on top of the column. Blow up the top block.



Level 99 COLD STORE Password PUMICE

Left, down slide. Left. Up ladder. Ice must fall off the conveyor to the right. Up ladder to the next conveyor. It should go right. The ice blocks up the gap. Right. Up. You encounter two conveyors, one above the other. Make them both turn anti-clockwise to the left. The ice on them makes a bridge below. Jump down. Left. Up. Left. Up. Down slide. Jump down to the left to reach your exit.



SUMMARY

GAME NAME: SS Lucifer Man Overboard
TIME TO COMPLETE: 2 Weeks
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 100
CHALLENGE RATING: Absorbing Fun

Cartridge supplied by:
CODEMASTERS,
Tel: (0926) 814 132

BANK ROBBERY

Shoot away this sign over the bank door to reveal a Winchester rifle. Shoot it quickly to arm yourself. As soon as you're shot next, you lose the gun and return to your lower-powered revolver. So be careful pardner!



The bank robbers are at work. You alone can kill them all and save the cash — or die trying. If you look at the maps the black bullet holes signify a position where only the bad guys pop their heads up to shoot. However, the red bullet holes are places where innocent people appear during the gameplay. Take care when seeing movement in these sections. It's best to shoot off more than one round into the robbers as some need to be blasted right out of their boots by two shots before they go down. Before a villain opens fire you have about two seconds grace in which to line up your shot. This leaves absolutely no room for errors in timing.

These guns mean you have an extra revolver, effectively arming you with a double barrel weapon. This quickly takes out baddies who need two bullets to die.



Ye Haw! Saddle up for the sequel to the realistic shoot-'em-up *Lethal Enforcers*, which turned young and old alike into gun crazed blood-lusting psychopaths! *Lethal Enforcers II* goes back through history to a time when the West was wild, where cowhands were men and cows were nervous. In this lawless time it takes more than your average hero with average shooting skills to blast the evil out of society. As you will soon discover, just about no one can be trusted, but in your shooting frenzy you must still be aware enough not to hit the innocent, or you lose a credit, let alone your law abiding credibility!

MEGA
DRIVE

KONAMI • SHOOT-EM-UP

LETHAL ENFORCERS II GUNFIGHTERS



Level 1-3

The fourth guy to appear here leaves a Gatling Gun when you shoot him. This enables you to fire off a massive ammo belt, although you cannot reload once the ammo runs out.

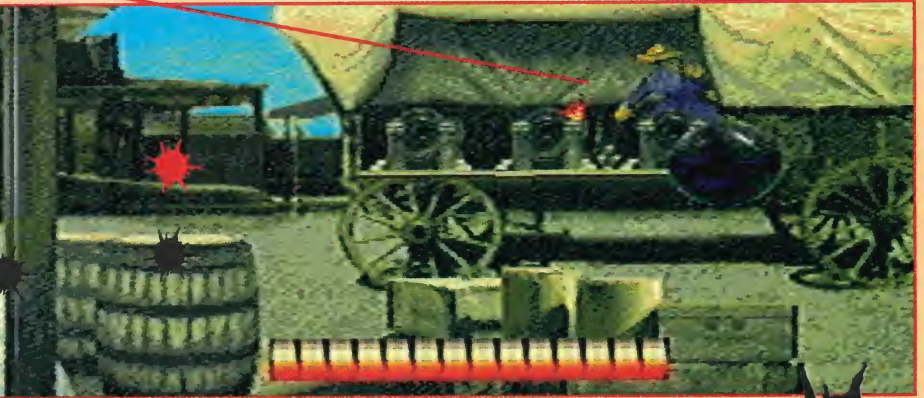


Level 1-4

This vicious thug is the end of level guardian. It takes a heck of a lot of bullets to kill him, but keep an eye on your energy gauge to see how you're doing. When on the attack he lets off three cannons in a random order. Shoot the cannon balls, first and foremost, as you're no good to anyone dead! While doing this keep a careful watch on the bad guy's actions and fire fast rounds at him when he changes cannons.



Level 1-5



Level 2



STAGE COACH

On level two don't hit the cavalry in blue who drift backward on horseback from the right side. Also avoid hitting the women who pop out of the stage coach windows screaming. The driver is also on your side, so try to avoid the temptation to shoot him.

The Guardian (below) loves throwing barrels and all of them are aimed at you! Hit the barrels before they hit you and in the few moments of respite between the barrels, aim at the villain throwing them. His energy bar is not easy to deplete, so this fight will take some time.



SALOON SHOWDOWN

The first cowboy appears here, the second on the stairs, the third behind the door and the fourth near the table. This cycle is repeated and then an innocent person breaks the cycle by popping up behind the bar. Avoid blowing her away!



Level 3-1

It's very difficult to shoot all the guys on the top floor as they run from the bedrooms shooting. If you have not got a Justifier gun you may be caught out by the slower joypad response, so be extra vigilant.



Level 3-2

Shoot this vase and gain a rifle for more powerful bullets. You can also shoot the picture off the wall between the doors.



Level 3-3

When the fat guy bursts through these swing doors, fire like crazy. His porky belly saps up the bullets like a sponge, before he eventually keels over. The tenth guy to appear, coming through the very same doors, will leave a Gatling gun if he is killed.

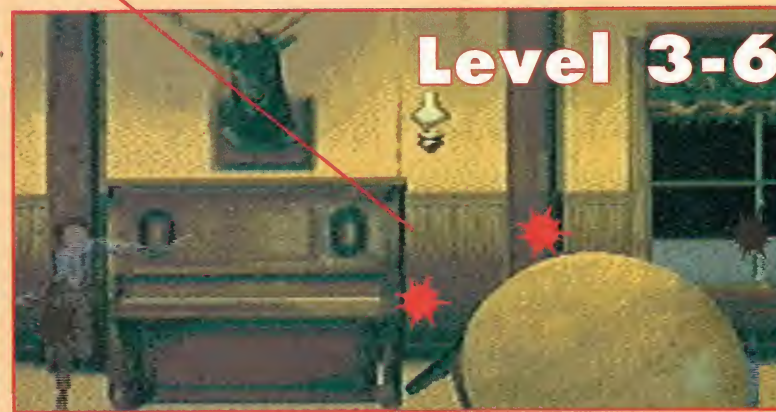


Level 3-4

They must be crammed like sardines behind that piano, because they pop out in an endless flow, waving their shooting irons. Don't be fooled by the innocent looking woman who glides by, wearing a scarlet dress. She's one of them, so let her have it!



Level 3-5



Level 3-6



Three men stand in the street directly in front of you. One of them draws his gun. This will be random. As soon as you see one of their arms move start shooting. Shoot the guy on the left first (even if he's not the one who goes for his gun) and then swiftly drag your crosshair across to the other two villains on the right before they can fire upon you.



OUTSIDE SALOON

Two pistols for the taking over here. Try not to lose them once they are yours, as they make life a lot easier.

Level 4-1



Outside the Saloon the pace picks up, especially when you go around the side. These are very dark and gloomy stages and you must be extra vigilant to pick out the enemies from the background scenery. If you were looking for a quiet drink down the local I'm afraid you've come to the wrong place. It looks like you've spilt a lot of pints from the amount of grief the locals are giving you! They shoot at you from all angles. Luckily, there are no innocent people in the first section, so if it moves shoot it!

A drunk stumbles around here, appearing from the right side of the screen. He lingers for a good few seconds before disappearing, so be careful not to kill the poor soul.

TRAIN ROBBERY



You start at the back end of the train, where the passenger carriages are situated. Your view scrolls towards the front of the train, while cowboys pop up with every passing second. In the passenger carriages, focus your fire on the windows, but be aware there are loads of innocent people here. Think before you shoot is today's motto!

As the train progresses, some of the villains even fire at you while clinging to the underside of the train. Eventually you will reach the engine and your final confrontation for this stage. There is a cowboy hurling dynamite in your direction. Blow him away by continually bombarding him with bullets and don't just stare at the dynamite as it comes your way, shoot it pardner!



GANGS HIDEOUT



Three bandits await you. Pump them full of lead and make these gringos into Tortilla chips!



Mexican scum pop up here. Try to get them before they throw their axes or you'll have to shoot their weapons out of the air.

At this stage you come to an old Mine. The baddies have made this their hide-out, so it seems the time has come to finish them off once and for all. As you complete each of the stages you progress just a little further towards the mine itself. Once there prepare to be bombarded with gun fire. Eventually you should reach the cave which has been mined and discover the ultimate guardian, an Indian witch doctor.



This guy is hard to spot because he appears way in the distance and may catch you out in the heat of the action-packed battle.



This is a continuation of the stage on the left. There are not many hiding places for the enemy and luckily you don't have to worry about shooting innocent bystanders.



FFB0AF0005 ENERGY
FFBQCF0005

SUMMARY

GAME NAME: Lethal Enforcers
TIME TO COMPLETE: 4 dayS
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Fairly Easy

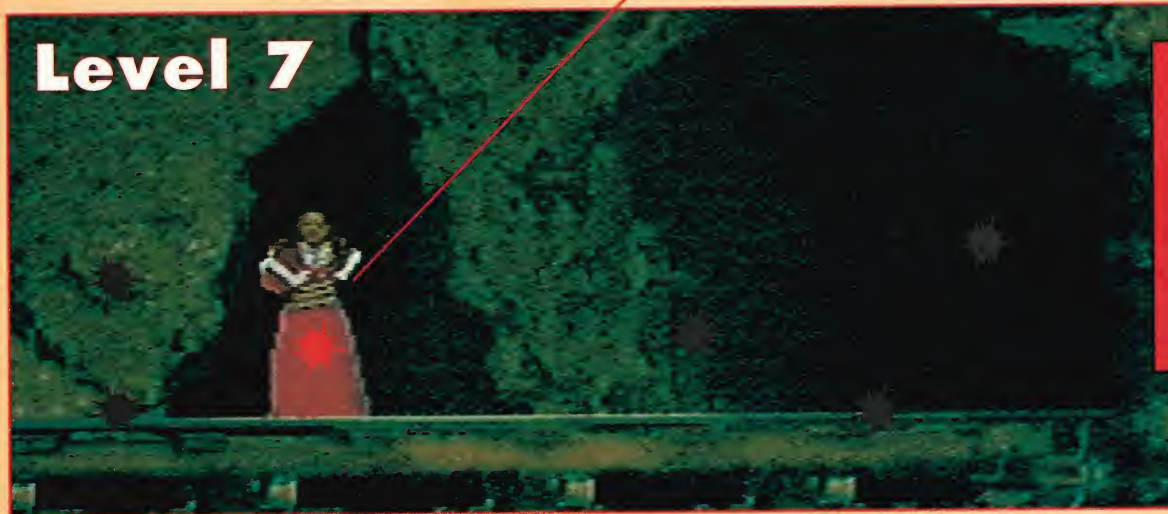
Cartridge supplied by:
KONAMI,
Tel: (0895) 853 000



OUTSIDE CAVE

Level 7

This innocent girl, tied up like a Christmas turkey, has fallen foul (no pun intended!) of the evil cowfolk. They have shoved her into the open air, as a sort of shield, to make you twice think before you shoot. She's in view the whole time, so tread carefully!



You are nearly at the end of your bitter fight for justice. By now you must have killed just about every villain on the planet. However, as always, the bad guys have saved the best till last! Prepare to be a real man and face the toughest bad 'uns of all. In two player mode have some tactics prepared. One player take on whatever the guardian throws at you and the other hit him continuously with bullets.

Relax your shooting hand for a while and wait for the mayhem to begin. Any second now you'll be firing 10 bullets a second. It takes a lot to ruffle this guy's feathers!

INSIDE CAVE

Level 8

You've arrived at the final challenge in the game. The big chief himself stands on a small rock in the cave, facing you and waving his arms. The arm waving is in fact a terrible dark Indian spell that calls forth gangs of horrible axe wielding skeletons. We've entered the realms of the supernatural here guys!

Shoot the axes and the skeletons, but most importantly, shoot the Indian. It's hard to unload your rounds into the Indian because of the relentless attacks from his hellish minions. As usual, when the red energy bar is completely depleted, the Indian dies. Once you achieve this you've beaten the game. Congratulations pardner! After fighting your way through this lot, your trigger finger will never feel itchy again!



Don't let these axes chop you, shoot them out of their flight path.



These nasties are the result of the Indian's black magic spells. They keep recurring, so every time you kill one another appears. Yaaa! This calls for some constant firing and an extremely strong trigger finger.

PSYCHO LEVEL



Play cup confusion by hitting the ball up into the skull mouth. Keep your eye on the cup with the key in. If you hit the ball six times around the green tube to the left you have a 40 second chance to get the jackpot.

Hit the ball in the 'splash' tent after lighting up the three fish on the right near the bottom. Now you gain entry to the watery abyss' table.

Whack the ball up here to access the superb sub-game, 'moon squares'. After you spell the word 'moon' you have to look for the rocket at the entrance to the left near the bottom.

Give your eyes a visual feast as you embark on the players' guide to one of CodeMasters latest all-action games.

With more thrills than a night spent alone with a pot of Play-doh and a feather duster, you shall discover sub-games and pinball tricks that make real pinball positively dull in comparison. Discover more speed than a whippet on steroids and end up in an amazing dizzy spin. SEGA Xs maps all four tables and gives you the tips you need to make flipper-thrashing into a technical art. SEGA XS has the balls for the toughest of tables, the question is — do you?

**MEGA
DRIVE**

CODEMASTERS • PINBALL SIMULATION

PSYCHO PINBALL

If you light up all the letters in the word psycho you will have 40 seconds to notch up some serious points as all the scoring is vastly increased.

Fire the ball in here and you enter the Trick or Treat table. If you fire the ball into the tent with the bullets leading up to it, to the right, you will find yourself playing the Wild West table.

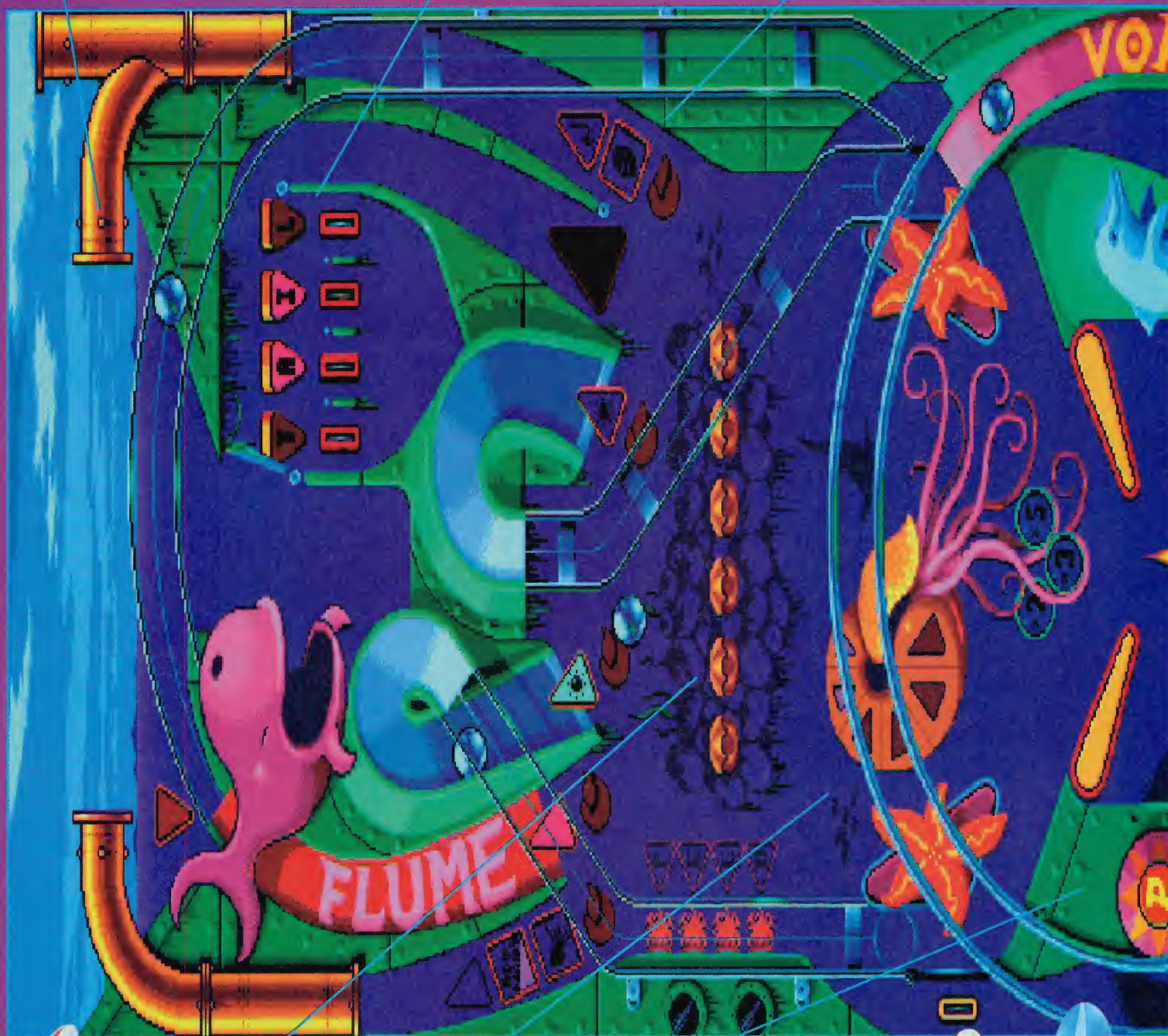
This is the main table, the Psycho table. You can access all the other tables from this one, as well as the great little sub-game called Moon Squares. If you spell rde in the top right corner, you can multiply every score you achieve by two, and an extra one every time you spell it afterwards. Every tube leads to a new great way of tallying up even bigger scores and there are a host of mini-games to break up the frantic and demanding pinball action. This table gives you a chance at the biggest bonuses, such as a jackpot of twenty million if you circle up to the skull from the left six times. Playing on this table is probably the most challenging, because it throws you into the other tables in an instant and so the entire carts worth of gameplay is exposed to you!

When lights on this foreground ride flash it is time to go for the jackpot.

On all the tables you will find a symbol here. It lights up when your ball has fallen down between the flippers due to no fault of your own. It will give you a chance to play again with a new ball.



THE ABYSS



If you knock the ball hard it will go up this copper pipe and bounce off the water into the opposite pipe. If you shoot through the flume you gain 160 000 points.

Spell tail and pop the ball in the whale's mouth to the left and you will enter a sub-game.

When the treasure chest lights up, hit it to gain seven million points.

Open the dams in a row up here for a heavy bonus score.

Shoot the ball over any rails and you are looking at a good top up on your points. The Vortex in particular can earn you 100 000 points.

Trap the ball in these bumpers to bump up your total. Bumpers cause the steel ball to fly off at sharp angles fast, so keep your flippers poised.

Shiver me' timbers! There's more treasure in these waters than a pirate can shake a hook at. This marine theme table is the largest of the four, incorporating two tables, one above the other. With enough scoring potential to rack up a points total in the millions, you'll find enough activity on this table to keep your snorkel firmly planted on your face.

Rails, flumes, shipwrecks, clams and even a trip inside the belly of a whale are all lurking beneath the waves. This table is certainly a personal favourite. There's one thing for sure, when I said I wanted diving flippers for Christmas, I got more than I bargained for!

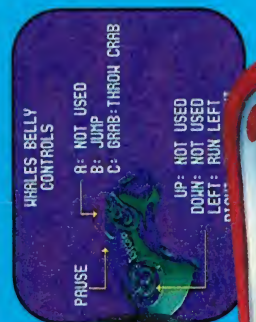
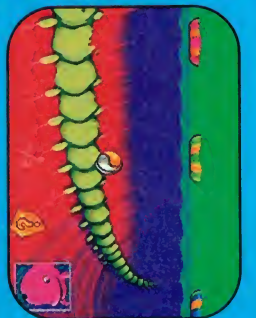
If the ball lodges in here, you may have to wait a second or two before it is thrown out to the right. When there is more than one ball on the table it's best to keep your eye on the sides.

Enter this volcano from either the top or the bottom. Light up the panels to play with multiple balls or send the ball to the higher table. Light up the wreck below for a bonus or if you are lucky, hit the jackpot.

Spell lava by hitting these pegs and the table will shake with a huge volcanic eruption. My, how scary!

Bonus Level - Whale's Belly

The whale's belly is full of green gunk, for digesting whatever happens to come along and play arcade games inside it. Jump from platform to platform, avoiding green slime falling from above and also grabbing the power ups and bonuses. When you are hit it's back to the table!



WHALE'S BELLY CONTROLS

A: NOT USED
B: JUMP
C: GRAB: THROW CRAB

PAUSE

UP: NOT USED
DOWN: NOT USED
LEFT: RUN LEFT
RIGHT: RUN RIGHT

TRICK OR TREAT



Hit the ball into the tree's mouth and it will become locked in the tree. A second ball goes into play and when this is lost, the original is released.

Boo! Well, if that didn't scare you this table will. The action comes in thick and fast. There are several places where the ball can become locked in for a second or two and this makes for skillful timing with the paddle. The left corner, or maze, is obscured, so it is impossible to see exactly what is going on and where the ball will fly out from. This all adds up to a table full of suspense, with a really spooky Halloween atmosphere. This table probably needs a higher level of precision hitting and skill than the others and is fiendish to get to grips with.

Go through the broomstick tunnel and then light up the cat bumper near the flippers for a big bonus.

When the ball disappears down this hole it will soon reappear from the square opening above, and earn you some good points.

Play the sub-game Ghost House by hitting the chimney enough times to light the word ghoul.

When you whack the ball into the pump-kin's head you will see a message flash up telling you to go into the maze. Well, this is the maze. You wouldn't think so to look at it though, would you!

The ball may fall out of this shoot if you have negotiated the maze, but if you shoot the ball up here you will light up the ghost symbol below, which may lead to bonuses.



When the ball is shot up from the spring at the start of play, it will be locked in this pumpkin head for a couple of seconds before it is hurled out at breakneck speed toward the paddles.

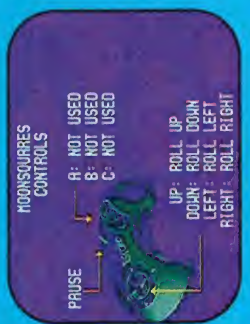
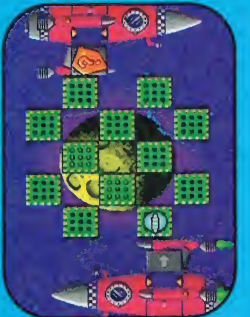
For really big points light up the positions on the Witch's tray. Do this by hacking the ball up to the top of the table into the left side where the attic is.

All the tables have extra flippers. These can prove handy to reach obscure nooks and crannies that are difficult to get with the usual paddles.

Remember, if the frog lights up it means you have not lost a ball and can play the same ball over again.

Bonus Level - Moon Squares

Simply get from the rocket on the left to the rocket on the right. The grid in the middle changes shape every other second, so that the floor will vanish and re-appear somewhere else. Predict where it re-appears as you will see it flash before it is solid.



MOONSQUARES
CONTROLS

PRUISE
A: NOT USED
B: NOT USED
C: NOT USED

UP: ROLL UP
DOWN: ROLL DOWN
LEFT: ROLL LEFT
RIGHT: ROLL RIGHT

WILD WEST



If you spell TNT in the jail you will blow your way out of the slammer with 1 million points under your belt.

Go into the bank, exit and, if your ball has the good fortune to become trapped between the bumpers, you will have a hold up bonus which grows the longer you are bumping.

If the ball impacts under the bullet it will be shot at great speed around the arc at the top, earning you 250,000 points.

Yehaa! Put on your cowboy boots and Stetson and saddle up for the a western pinball bonanza! Hold up the bank, play cards, ride the rodeo and rob the train! There is money in them there hills, and it's up to you to grab the rootin' tootin' lot! The sub-game is a superb little number with real arcade feel and the table itself is crammed with Wild West goodies. As with all the tables the theme is captured perfectly, but you probably won't have time to smell the roses because your eyeballs will be spinning in their sockets at the speed of the ball.

Every time you shoot the ball around the big arc at the top of the table you light up another letter of the reward bonus.

This rail is the rodeo ride and, if you follow it up, you can see how to enter it. Every time you go on this ride you are 100,000 points better off.

Hit the four cards and then strike the ball in the hole where it says black-jack. Now you will be able to play a round of black-jack for money/points. Don't exceed 21 in card numbers but get as close as you can to win.

Shoot the horse shoe and the rodeo ramp to light up the letters spelling ENGINE, then fire the ball in here and a train will cross the track to a sub-game.

SUMMARY

GAME NAME: Psycho Pinball
TIME TO COMPLETE: N/A
HIGHEST SCORE: Off the clock!
NUMBER OF LEVELS: 4
CHALLENGE RATING: Medium

Cartridge supplied by:
CODEMASTERS,
Tel: (0926) 814 132

Bonus Level - Runaway Train

Jump from carriage to carriage to the right. If you stop for too long the train will get ahead of you and you will have failed. The other problem to contend with is the gun-welding cowboys that poke their heads up over the carriages and shoot at you. You can collect extra lives. If you reach the front of the train, well done! You'll now receive a massive pay-off for services rendered!



RUNAWAY TRAIN CONTROLS

PAUSE
B: JUMP
B: JUMP
C: JUMP

UP: CLIMB LADDER
DOWN: DUCK/DOWN LADDER
LEFT: RUN LEFT
RIGHT: RUN RIGHT

You begin the level here, with a groggy head and a small box next to you, which you inadvertently knock down a hole. You have no idea how you got here, what your name is, or where you are? Your first task is to get the holocube and find out what's going on. Then it's time to get the hell off this jungle planet.



Pick up the holocube by pushing Down and A. A short sequence will explain who you are and what you should do next. Go to New Washington and find a guy called Ian for the truth to be revealed on level two.

Take this personal teleporter to the old man in the top right of the level and he will disappear; leaving you with a personal ID card. This can be used in certain security doors and is crucial later on in the game



This area is electrified and you will be killed if you stand in one place too long. The bridge in the centre will take you to the personal teleporter at the top left.

Stuck on a planet with no idea who you are or how you came to be here. Your first objective is to get the holocube which details some of your background, but you really have to get to New Washington and find a guy called Ian. Apart from the long drops and laser-wielding guards patrolling the woodland, you must also negotiate an impassable chasm using a particle bridge, and also find an ID card and enough money to buy the Anti Grav and enter New Washington.



Crouch by the edge of this hole and face to the right. Now somersault down and you will hit the platform below without dropping three floors to your death. Now climb down and shoot the guards. Watch out for the gun pod on the right.

Recharge your shield or cartridge with this machine. Doing this means you can take more hits. It is vital to use these maps for reference in times of trouble.



Use the SEGA XS map to locate all the credits (especially the one in the top right) in order to afford the Anti Grav from the old man here. Once you have 500 credits, talk to the vendor and he will hand over the device. Now simply activate it, and leap down the hole. For a second you will tumble out of control and you will think you've died, but then, the Anti Grav will kick in and you will go to level two.



Level 1

MEGA DRIVE

US GOLD ● ARCADE ADVENTURE

Our post bag here at SEGA XS has swelled to an extraordinary size of late with readers letters requesting a full solution to the Mega Drive classic *Flashback*. Well, never wanting to argue with public opinion, here it is in all its glory, especially for you.

Remember keep writing in with your requests. If enough of you ask us to bust a game we'll do our best to print the solution!

FLASHBACK

This door will only stay open when you've got the holocube and have touched the sensor nearby. Draw your gun and walk off the end to shoot the guard.

Pick up the rock here and then use it later on in the level to distract the guard (pictured right). When you throw the rock, the guard will walk off in its direction and you can blast him.



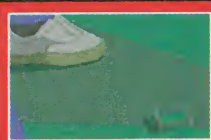
The guard holds the magnetic cartridge used to activate the particle bridge halfway through the level.

First of all, you will have to charge the cart at the energy point (below).



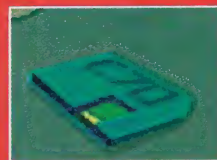
Once you have charged the cart, go to the top left of the map and get the personal teleporter. Take the device to the injured old man here and he will disappear, leaving behind an ID card. The ID is extremely useful on subsequent levels, but can only be used to open one security door here.

If you fall from here you will die. Stay to the right side, then do a running jump to the left to land on the lower platform. The particle bridge is to the left.



Use this key to open the security door on the far left. The other door uses the ID card to open it.

The floor here will instantly vapourise you if you stay too long. Run forward to lower the lift, then run immediately back. Now run to the right and keep holding A to jump onto the lift. Finally, press Up and A together to climb up.

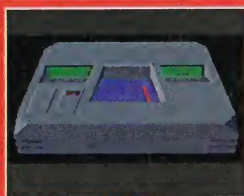


Bingo! Instead of lugging loads of bits of plastic around, here are the 500 credits you need in one easy lump sum.

The 'E' stands for Energy point. This allows you to replenish your shields and also charge the cartridge for the particle bridge. 'E's are good, 'E's are good.



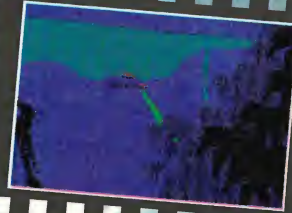
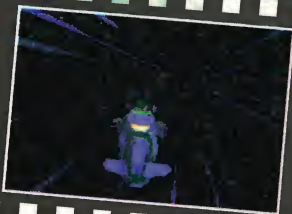
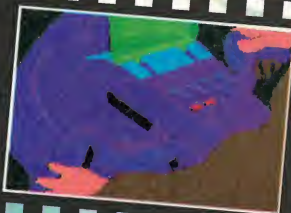
Press the switch here to shut off the particle beam on the right, then leap over the sensor on the floor to prevent the beam from reappearing. If you just run straight through, the beam will be activated and you will be instantly fried!



Once you have taken the cart to the energy point (above), you can insert it into the particle bridge control and create a beam to walk on. This will remain functioning for the rest of the game.

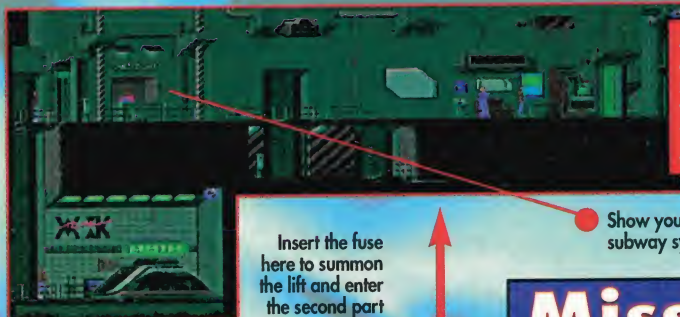
SUMMARY

GAME NAME: Flashback
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 780,600
NUMBER OF LEVELS: 6
CHALLENGE RATING: medium





Sit in the chair after you have killed the two cops and then talk to Ian to discover your past. Ian gives you a personal force field.



Insert the fuse here to summon the lift and enter the second part of Asia.

At the bottom of the chasm is the Asia basement and subway system. This is a turning point in your mission because you learn who you are and what you have to do from your pal Ian, in the mind transfer machine. From Asia, you can enter the subway cars by pressing A and travel to the rest of the world.

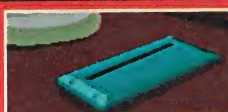
Show your ID papers here to be given entry to the New Washington subway system and the other stations.

Asia

Crouch down as soon as the door opens here and make sure you have your gun drawn. Blast the cops as soon as you can. Walk off the screen and then back on to confuse them and get a few more hits in.

This is a massive gap, impossible to jump unless you use a certain method. Get to the far right and then run to the edge. Just before you fall off, press jump twice in quick succession and you will leap to the top platform.

E

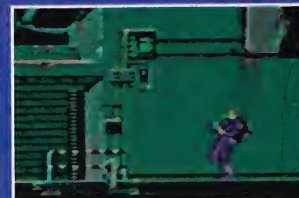


To fix the lift switch, you must first shoot this guard and get the fuse.

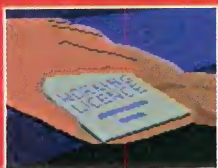
Mission 1



Your first mission is incredibly simple, even for you. Collect a package from the shop in Asia and then take it to Titan Travel in Africa. The only hiccup in your otherwise uneventful delivery is a cop waiting for you outside the travel agent. Use your force field to deflect your enemy's bullets, then shoot him three times and deliver the package.



Go to this office and when you get to see the boss (window B), hand over your ID papers for a work permit. Now go to Europa for work.



Mission 2



Your mission is to escort this VIP to the lab in the restricted area (below). You will need to find switches to open doors and blow away any sick mothers trying to get the pencil pusher. Simple.



Press these switches to open the two doors below, but watch out for the ground bomb.

Africa



The Africa level houses the admin offices where you get your work permit. You need to talk to the guy in America to get the door to the admin section to open. Africa also contains the drop-off point for Job one and the restricted zone for job two.



Go to the far left, climb up and immediately draw your gun and shoot madly at the spinning silver ball. If you miss, the sphere will jolt you with electricity. Now go up the right side of the top platform and shoot the second ball for the key. The door will now open.



This is a laboratory. Let the VIP walk here, then stand still to get the cash.

Walk off the first wall with your shield at the ready. Activate it immediately to absorb the first bullet, then retaliate with your own. Get the key, touch the sensor pad to open one of the doors below, then shoot the last guard and use the key in the slot.

Mission 3



This is more complicated. Go to America and talk to the extra guy at the

bar for some info. Now visit the cop (above) and then go to the top left of the map to talk with the informer. A psycho cop will try to shoot your man, so use your shield to protect him and fill the corrupt law enforcer with lead. Now kill the cop on the second level for the key and enter the secret room to battle the cyborgs.



Talk to the guy at the end for extra information in job three.

America is home to the all-American bar – Cheers! Talk to the barman as instructed by Ian and you will be taken to a shady guy who offers you false ID papers to enter the Death Tower game to win tickets back to Earth. The bad news is that you need 1,500 credits to get the papers and to raise that kind of dough, you are going to have to work for it. Go to Africa for a

Leap over this pit and then start running. Press Down as you touch the green electricity to roll underneath it without injury.

Get a run-up here and then press Up as you go off the screen to leap onto the island on the other side.

Mission 4

Job four is unique in that there is a completely different location to visit. A defective chip has been implanted in the city generator causing meltdown in 60 seconds! Armed with the new chip, you must valiantly teleport to the reactor and run through the debris to replace the chip.

Place the new chip in this exact spot to complete the mission and get all that lovely lolly. You only have about two seconds to finish it.

America

This is where you meet the forger if you've spoken to the barman (left). Give this guy 1,500 credits and he'll furnish you with the fake papers needed to enter the Death Tower.

To kill the cyborgs in this section, save your position (the chances are, you'll use a lot of continues here!) Walk along the first platform and enter the second screen – but stay near its edge. The first cyborg will attack. Use your shield to deflect his shots, then keep blasting him. When he teleports, turn and face him; keep shooting until he reforms. Use the same method for the second one. Never let them get too close or they will pistol-whip you!

This is where the rogue cop waits. First talk to him and then blow him away to get a key for the secret zone at the top.

Europa

Europa is the entrance to the Death Tower game and also where you must enlist to get your jobs. The employment centre has an energy point to refuel, a save point so that you can always return there, and of course, the job pods where you can select your next mission. Europa also has the massive mutant restricted zone which you have to clear out.

OBJECT:
REPAIRING OF DEFECT OF THE
ELECTRICITY (BUSTING ASIN)
AND REPAIRING TO
TITAN TRAVEL REPAIR
(BUSTING ASIN)

SOLVING:
150 CREDITS.

Press A to look at your next mission which should be scrolling on the VDUs. When you've read the briefing, insert your card to validate it.

Kill the guard here and then get a run-up from this screen. As soon as you go off the screen, press Up to jump and you will dive over the ground bomb and onto the opposite platform. Quickly activate your force field to stop the enemy's bullets and shoot him dead! Now get the objects on the lower floor and climb back up the ledges on the left and touch the sensor to open the trapdoor below.

Use the key you found to open this final door and shoot the hovering silver ball to complete the mission.

Mission 5

The restricted area above is where the last job is set. You mission is to simply kill all the illegal mutants lurking there and make the zone safe again. Basically, shoot anything that moves.

Dangle off the top platform, drop down, kill the guard, then get this key to open the door below.

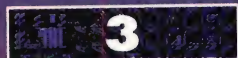
Cartridge supplied by:
Video Game Centre
Tel: (0202) 527314

Use the key you found above to open this door and access the rest of the complex.

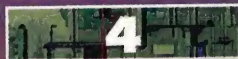
Get the rock from the right and then press Down and B while it is selected to place it on the door sensor here and keep it open. Watch out for the ceiling bomb just above the doorway.

Death Tower

1
2



3



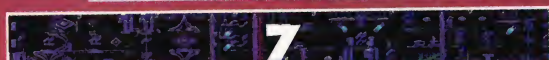
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5



6



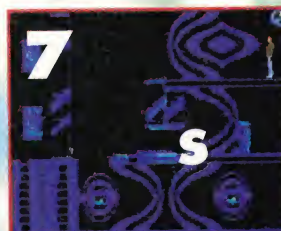
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8

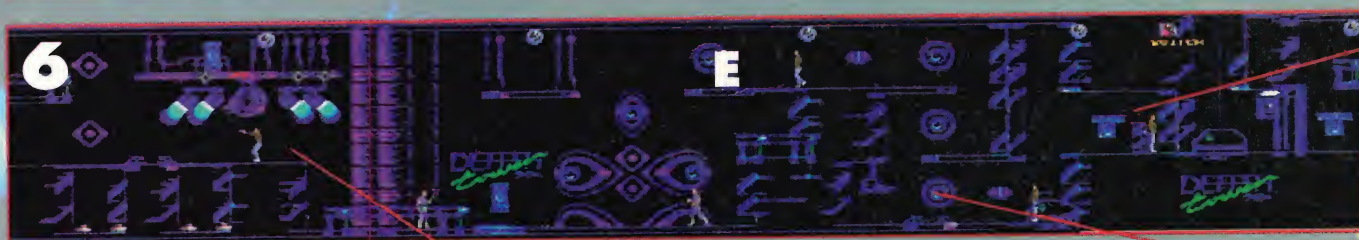
Each of the eight levels is an individual test of your skill and dexterity. Trapdoors, wire bombs, cyborgs and fiendishly placed laser guns are just some of the dangers you must face in the fight to the top of the tower. Every exit is closed off by electronic doors and wires and it is up to you to follow our maps and find the right switches.

To enter the Death Tower game, you must first work for the money to get the forged papers from the guy in America. Then go to Europe and give your papers to the woman at the desk. You will be instantly transported to level eight of the game, with the aim of killing all the other participants in order to win the free tickets to Earth. It's time to start running, man!



7

S



6

E

Run through the sensors in this room and the floor will literally fall away! Proximity mines are waiting for you below, as well as an instant death.

To get to the energy point above, you must run towards this laser gun and roll underneath as you touch the sensor. Now climb up the platforms and shoot the two cyborgs waiting for you on the other side.

Press this switch first of all and you will see the door open to the right. This is the exit, you must now go all the way through to the left to escape.

Hit the sensor on the top first, to open the door, then go down the bottom and walk through the bombs; exploding them instantly. Now recharge your energy nearby and enter the third level fully refreshed.



4

E

Use this recharge station to get all of your energy back to normal. You can even return from later levels to top up if it looks like you are going to get killed.

This sensor opens the door above and lets the cyborg loose. First of all, leap over the sensor and push the switch on the right to open the top right door. Then open the first door. Shoot the cyborg as soon as he gets near and he will fall into the pit and you can escape to the right.

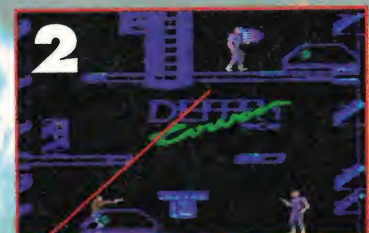
Crouch here and wait for the cyborg to climb up. Now shoot him and he will explode the bomb and fall to his death.



3

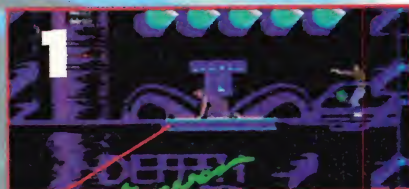
S

Apart from the cyborgs patrolling the area, silver electro spheres also fly between floors. Climb up, then immediately blast them first, and somersault across the platform and shoot the cyborgs in the usual way.



2

If you want to reach level two, crouch and shoot the first cyborg and then roll left and right until you force him to stand still; this is when to hit him. Use your shield to deflect his shots and after four hits he will explode. You will then have to kill the second cyborg in the same way.



1

This is it! The last level has only one tough cyborg to defeat before you get that free ticket to Bourmemouth. The way to kill this guy, and all the other cyborgs, is to keep rolling left and right until he stands up and tries to shoot you. Activate your shield to deflect the shots and shoot him, before rolling again. Repeat four times.



Defeat all the enemies in the eight levels of the Death Tower game and the flamboyant host gives you the free tickets to Earth. But you still have plenty to do.



JOURNEY TO EARTH



S

8

You start off here and are immediately attacked by cyborgs. If you are a good enough shot, you will be able to shoot the cyborg onto the mine and destroy him completely.

If you touch either one of these buttons, then the opposite door will open; enabling you to escape if you go back around the level and approach from the other side.

Stand on the pressure pads to open these doors, but watch out for the silver electro spheres on the other side. Remember to save your position here.

If you stand on the platforms above, the cyborg will try to climb up. Simply crouch and shoot him on each attempt until he dissolves.

Wait for the cyborg to walk off the screen, then touch this switch to open the floor and run through to the left where you can fight it out with the synthetic.

5

Roll your way through this gap and then immediately shoot the cyborg on the other side. When you climb up the platforms on the left, watch out for the trip wires, they activate head-height lasers.

Heat sensitive pads in the floor sense your approach and drop you into a cluster of concealed mines. You can lose two or three shield points here.

First of all, hang off the right platform and drop to the bomb below. This is unavoidable. Now leap over the bombs on the ground then climb onto the second platform and run to the left under the bombs. Now press A to leap onto the ledge and climb up.

The first two cops that you see are after your blood and shoot at you. Use your shield to absorb their shots and then fire some of your own. They take four or five hits.

Level 4

This lift takes you right to the bottom. Shoot the cop on the left as you pass, then roll to the bottom left, turn and shoot continually at the electro sphere. Now get your shield up to stop the cop's bullets and shoot back on every alternate shot.

Having arrived on Earth, you discover that the police have rumbled your fake ID and are after your blood. The airport is teeming with the fuzz and the only option is to shoot it out. This gives you the chance to be incredibly 'ard and run around shooting wildly, dropping spent bullet casings, swearing when you're trapped, and then finding a highly improbable way out (which involves heaps of corpses and a fast car chase).

Use the lift below to climb up on the light fitting (see picture) and shoot the pane of glass with your gun. Now you can get the key to the door on the far right.

You meet one cop on the left and two more here. You may need to flip between screens and get more energy halfway through the gun battle, but keep deflecting their bullets with your shield and then shooting back to defeat them.

There is one more cop to defeat just after this door and then you can go to the taxi point and press A for a taxi to appear and take you to the night club hideout.

Use running jumps to leap between these high platforms and then pistol-whip the glass door (above) to break the glass and gain entry to the locked club.

To destroy this security droid, wait until its antennae sticks up, then shoot it off and get clear as it explodes. Now press this switch to shut off the particle beam on the lower level.

Use the key you found on the far left to open this door (above). When you reach the secret passage (below), jump onto the light fitting to touch the switch and the wall will move away and a lift will arrive.

This switch opens the door directly below and allows you to enter section two.

You can actually reach the save and energy points, but you have to be right on the edge of the trapdoors and jump right so that you fall through.

Leap over this ground mine and the particle beam will appear on the left and continue to advance towards you.

Level 4-1

S E

Use the key from the room below to open this door and Conrad can get through to the last section of this level.

As soon as you enter this area, a moving particle beam will advance from the left and try to vapourise you. You need to shoot the electro sphere in the last room to open the door and then roll down the air vent.

When you get to here, two electro spheres pop out and attack. Shoot them, and then kill the morphic blob guard to get the key.

Drop down here, avoiding the laser gun, and touch the sensor in the corner to switch off the particle beam.

Climb up here; shooting the electro sphere, and push this switch to open the door on the right and get the key.

Get the key here for the door on the far right and you can also turn off the particle beam.

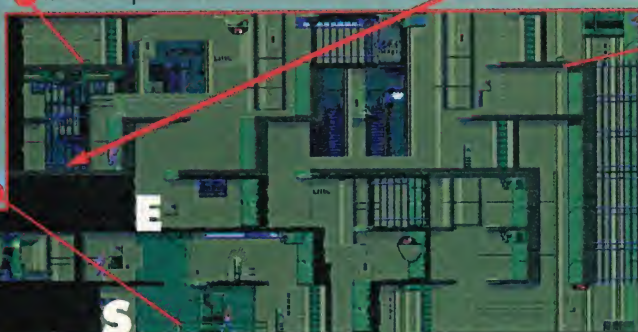


This is the teleport receiver. If you throw this device down deep holes, across chasms or even through particle beams, you can teleport to where ever it lands with the controller.



This is the teleporter controller. You activate this to teleport to where ever the receiver has been placed. This is perfect for getting down deep chasms and through energy beams.

You begin this level with no gun and a guard shooting at you. Use your shield to defend yourself and run through to this point where your gun is waiting. Now blast the cowardly creep.



Go up in this lift and reach the sensor to activate the door below.



Once you have shot the controlling brain on the far right, the door here opens. You can now go down in this lift to the second heart of the planet, and then onto the final guardian.

Level 4-2

After you crashed in on the aliens' diabolical plot to destroy mankind, you have been imprisoned. However, one of the guards has decided to execute you personally, without your gun – you're helpless! Luckily you still have your shield to protect yourself.

This room is difficult because not only is there an energy beam tearing across the top (drop into the holes), but there is also an electro sphere waiting in the last pit. The room on the end houses the teleporter to the alien world.

Shoot the alien here to open the door, and then run down the corridor to the right then left and head for the alien teleporter.



To kill this heart, first of all shoot the two guards, then climb up on the left side. Shoot the heart, drop down, shoot the guards again and then climb up on the right side to take a chunk out of the heart on that side. Repeat three times.

There is a machine here whose sole purpose is to move left and right; dropping bombs on your head. As soon as the lift goes up, run right and drop down to avoid it.

PASSWORDS

Level 1	—	PIXEL
Level 2	—	BETSY
Level 3	—	STUDIO
Level 4	—	TOHO
Level 5	—	AKANE
Level 6	—	INCBIN
Final	—	CYGNUS



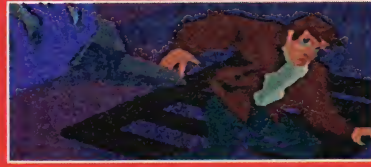
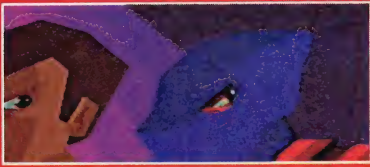
The doors here will only open when you have defeated the heart (see above). Once you have shot the heart once, the door on the left will close.

Two morphic guards attack you simultaneously! You need to roll to the far left and then shoot any of the guards stupid enough to stand up. Keep rolling left and right; gradually picking off the guards until they are both dead.

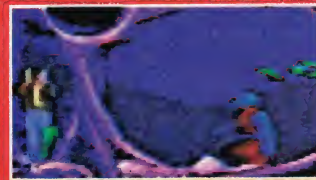
Pick up the exploding mouse here and a morphic guard will appear on the left. Drop down and shoot the guard four times to get the key from him.

Place the bomb here and then press the switch to drop the bomb into the core of the planet. The ground will shake and you will now have about a minute to get to the hangers and escape before the whole planet explodes.

Level 5-2



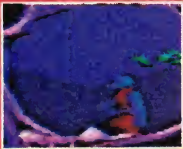
From your hiding place in the air vent, you overhear the aliens talking about the destruction of Earth. Unfortunately, the grille gives way and you are discovered! Now you have to escape from prison and get to the alien homeworld.



The alien creatures are amazing! They can change into any shape and stick to any surface. The only thing that will stop them is a bullet in the face!



Use a standing leap or your teleporter to get past these deadly particle beams. Watch the mouse above for the gaps.



To defeat these morphic blob guards, roll left and right until they stop and stand up straight. Now shoot them twice and when they fall, wait for them to approach you and roll out of the way. Repeat this method to destroy the guards. They take four or five hits.

This switch opens the door to the left, but you must shoot the morphic guard on the platform above first. If you try to get past, he will follow you everywhere.

Climb up, get hit by the laser, and throw your teleporter to the left. Now beam past the gun turret.

Level 5-1

You find the diary of the captured scientist here. It tells you how to destroy the planet with the bomb he just gave you.

The sensor (below) opens the door at the bottom, but watch out for the guard who escapes. Get past the laser gun at the top (see above) and then get to the switch guarded by the morphic blob on the left. Use the energy point to recharge and then press the switch to open the door in the top right.

Touch this top switch to open the floor, then shoot or pistol-whip open the door on the bottom, quickly kill the guard.

Pick up the rock in this corner and then roll under the green machine on the left. Now crouch down and press Down and B to drop the rock on the door sensor and keep it open. Use the teleporter to get past the particle beam.



Once you have opened the door and the scientist has been shot, he will give you this bomb.

With the door open, the guard will wait here. Perform a running jump off the screen to avoid him.

To get down from here. Stand in the left corner and face right. Now throw your teleporter down the hole and beam down.

Use the key you found down below to enter this door. The moment you step through, you will be given a password and this will be your restart point.

This door will open as soon as you drop the bomb into the planet's core. Get to this hanger before time runs out, then press up when you are next to the landing strut to escape.



Kill the guard (using your shield to miss his shots), then stand on the right (see picture) and shoot the brain as it is revealed. Duck the laser.

This final alien planet level is the toughest yet! Morpich alien guards are swarming all over their mother world and all these bio-mechanical passages look the same. The object of this first section is to get as deep into the planet as possible and find a way to destroy the aliens. Luckily, there is a human scientist who has constructed a bomb.

I'M TOO TIRED FOR THIS...



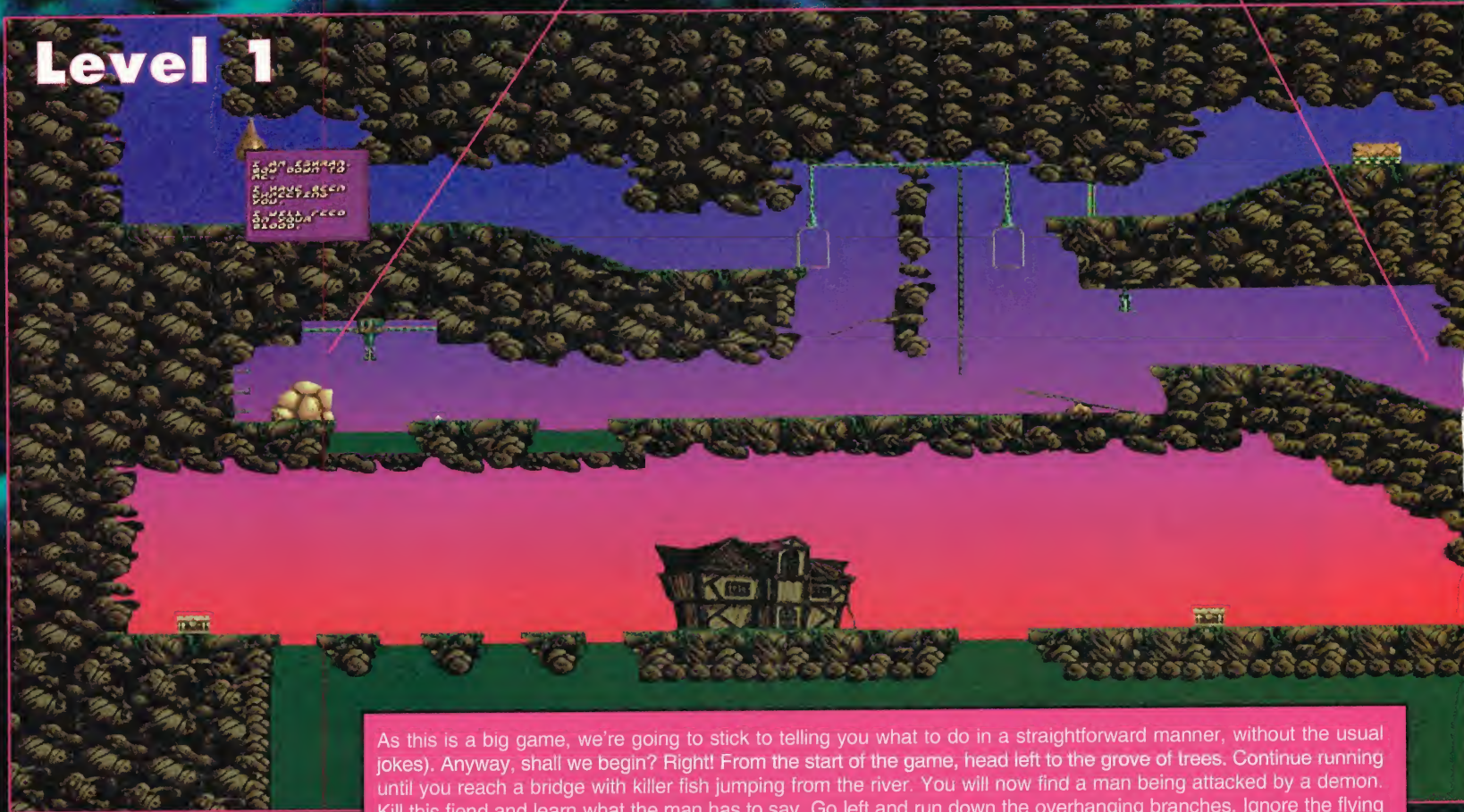
As Conrad "planet killer" Hart dives aboard the ship, the aliens' mother world begins to rip itself apart. You escape just in time (as usual), but you find yourself in uncharted space. Time to hit the sleep chamber and wait for somebody to pick you up.



Use the switches to move this huge boulder across the gap and then drop it onto the spike.

Kill the nasty demon, avoid the dangerous spiked blocks and grab the extremely important key.

Level 1



DARK FOREST

The original *Shadow of the Beast* was a bit too hard for most gamers, so thank God Electronic Arts have made the sequel a little bit easier! *Beast II* is much more puzzle-orientated than its predecessor; making it perfect fodder for a solution. This guide can be used for both the Mega Drive and Mega CD versions of the game, so if you've been tearing your hair out in frustration for the past few months, worry no longer! Sit back in a comfy chair, make yourself a nice cup of hot chocolate and browse through this fully mapped guide at your leisure. Remember, while other magazines only give you hints and tips, SEGA XS deals in fully mapped solution to all the latest games.

As this is a big game, we're going to stick to telling you what to do in a straightforward manner, without the usual jokes). Anyway, shall we begin? Right! From the start of the game, head left to the grove of trees. Continue running until you reach a bridge with killer fish jumping from the river. You will now find a man being attacked by a demon. Kill this fiend and learn what the man has to say. Go left and run down the overhanging branches. Ignore the flying baddies and climb down the rope. Jump into the passage halfway, go down and walk left.

Now duck when the demon comes towards you and go back on yourself to finish him off. You will next find a giant pushing a spike-covered block, hit him with your mace to kill him. Now use your mace to blast through the ceiling traps and then continue left up the hill. Kill the hovering demon and collect the key he drops. Drop into the pit and jump over the demon. Use the key to unlock the door and walk as slowly as possible to the right, when you reach the two switches, remember what the man who you rescued said.

Go onto the elevator and ride up to the next passageway. When you return, go back down to the two switches again. Move left, climb down the rope, and keep going left until you find a boulder, a metal claw and a set of three switches. Hit the middle one to move the claw left or right, hit the lower switch to adjust its height and the upper one to close the claws. Move the boulder so it smashes into the spike. It will leave behind a single piece, which you push onto the see-saw. Climb up the vine and drop down onto it to catapult yourself up to Ishram the Dragon and onto the next strange section of this massive adventure.

MEGA
CD

ELECTRONIC ARTS • PUZZLE PLATFORMER

SHADOW OF THE BEAST 2

Hit the correct switch or the adventure is over and you'll have to restart! What an unforgiving game this is, eh?

Save the poor chap who's under attack from a vicious demon here. You will learn some vital information about switches from him.

FRANKY KOP
NO BOMBING!
BOMBING!
BOMBING!
BOMBING!
BOMBING!
BOMBING!
BOMBING!
BOMBING!
BOMBING!
BOMBING!

The massive, mace-wielding giants that you come across here are pretty hard to defeat without getting hurt yourself.

Head this way for Barloom's Castle!

As soon as Barloom opens the gate, you are free to enter.

As you walk through this grove time your movements carefully so that you dodge the bombs that are thrown at you.

FOREST 2

As you will not doubt have noticed at this point, those pesky pygmies can sure defend their homeland! Try not to take too much punishment.

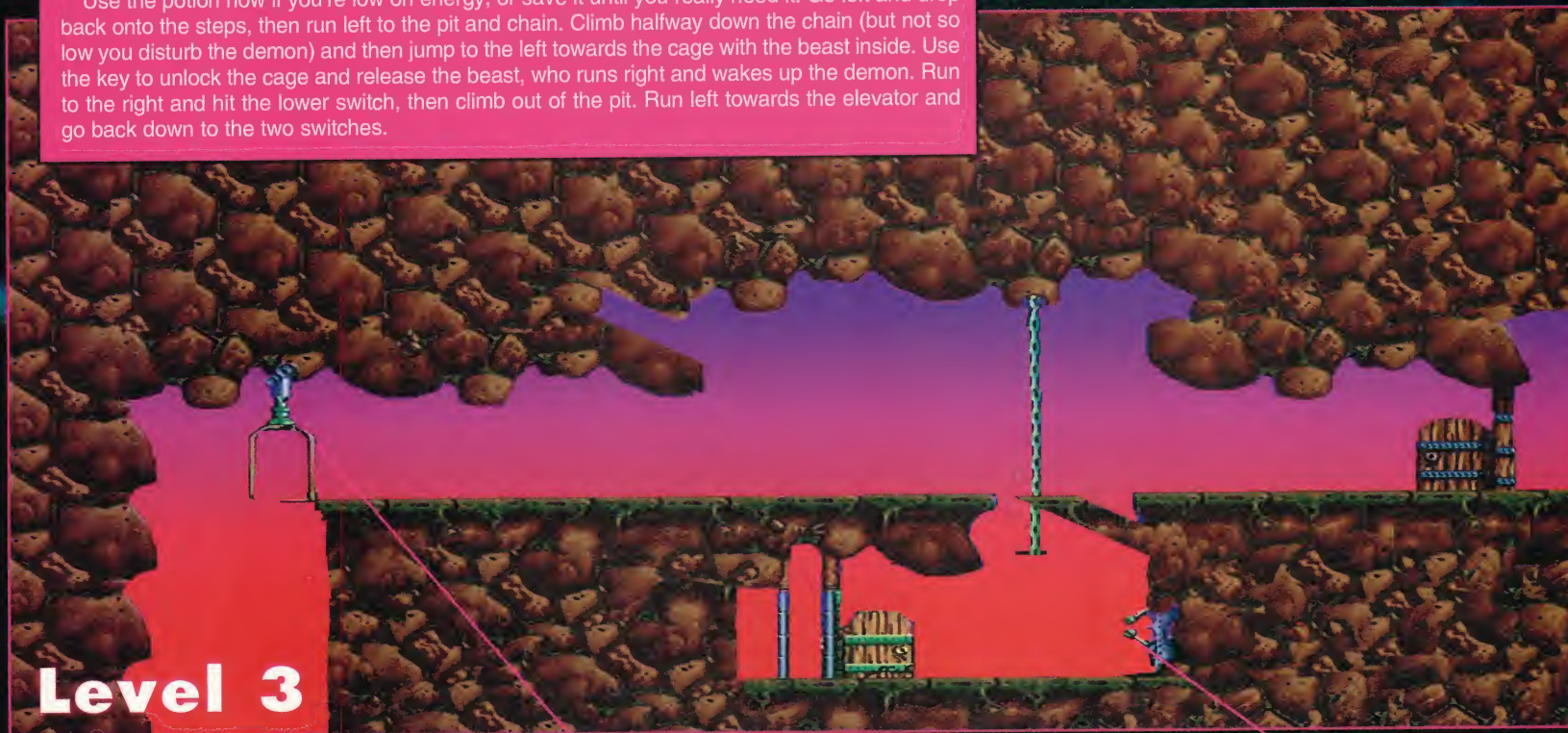


Level 2

Move right and jump over the pit and chain. Make sure you don't fall into the pit. Keep on going right, through two doors and down some steps to find a key. Take the key and walk left two steps, then jump onto the chain. Climb up and jump right into the small alcove; breaking open the chest with your mace to uncover six gold coins and a healing potion. Pick up the coins and the potion.

Use the potion now if you're low on energy, or save it until you really need it. Go left and drop back onto the steps, then run left to the pit and chain. Climb halfway down the chain (but not so low you disturb the demon) and then jump to the left towards the cage with the beast inside. Use the key to unlock the cage and release the beast, who runs right and wakes up the demon. Run to the right and hit the lower switch, then climb out of the pit. Run left towards the elevator and go back down to the two switches.

UPPER SECTION



Level 3

After you've made your way up here, simply run to the right to find yet another of these tricky puzzles!

Hit the lower switch to climb out of the pit to safety.

Repeatedly bash this monster to kill it!

Hit the pygmies with your mace and start to run through the woods. Kill all the pygmies that fall through the trees. Keep on going right until you reach a bridge with a flying pygmy on a bug. Jump and kill the creature, then move slowly to the right. The last three pygmies you find will throw spears at you, so just jump over these and hit the pygmies when you land. Run right, and you should find a rope and several ledges going down. Jump up the ledges, onto the bridge and kill the monster. Pick up the axe, then break open the chest and collect the coins. Move right and jump onto the rope, then jump left to the ledge and run right to find another chest.

This one has six coins and a health potion in it. Go down the ledges and run left to find a covered hole. Stand on the hole and jump as high as you can without landing on the ledge above. If you jump high enough, you'll fall into the hole! When you get back again, climb to the bottom of the rope and drop onto the rocks, then jump right onto the next rock. A sea creature appears! Kill the brute, avoid the next rock and then jump onto the right rock. The first rock will fly away as you jump.

From here, climb up the rope, go right, climb down the rope and go right again. Cross the bridge and go right until you spot a huge monster. Lure the monster to the left onto the bridge so he falls. Jump over the hole and go right to meet the Wizard. Offer the Wizard the ring and the parchment. He'll give you a spell to kill Zelek. Activate the spell! Go back to the bridge and drop into the hole. You will teleport into a strange, mysterious and downright spooky new location! When you return, use the horn so a giant swamp beast appears, and then ride on its back to the next section.

Yet another baddy for you to slash to death

Use the super-spell to kill the baddies on this section.

Go through this door without worrying about finding a key, it should be unlocked.

You should find a key here to use later on a locked door (funnily enough!).

Level 4

Walk down the steps and jump across the water. You'll be able to destroy the crystals erupting from the depths if you use your mace on them. Keep on going left until you find the snoozing guard and then chase him until he reaches the drawbridge. Switch to your axe weapon and throw them as quickly as possible to kill both the goblins. Now kill the two goblins above you.

Use your mace to smash through the barrier to the left. Go left and up to a sign that says 'Spikes' - flick the switch. Run left. When you reach the ledge's end, duck and hit the switch, then run back to the right before time runs out and the spikes are re-activated. Go down and then right to get a key. Now go left until you're taken prisoner. Walk right and offer the guard some ale. Smash through the cell door, run right and quickly climb the rope. Kill the guard at the top. Climb back down the rope and dispose of the drunk guard to collect the key. Jump back onto the rope, climb to the top and then jump left. Kill the two guards and collect the ring. Go back down and use the key to open the cell door and free the prisoner. Unlock the other door and run to the right to complete the level.

Collect the ring here.

Run through this section as quickly as you can, unless you're a glutton for unnecessary punishment!

YOU WILL BE
EXECUTED.
UNLESS
YOU ESCAPE.
I'M A FAIR
GOBLIN, IF
YOU MAKE IT
WORK MY
WHILE.

SINCE YOUR
OFFERING I
DON'T MIND
IF I DO.

Offer this guard some booze, and he'll be knocked out, allowing you to make good your escape!

GOBLIN VILLAGE

A DISTANT
TICKING SOUND
TURNS AND
YOU REALISE
THAT YOUR
TIME IS
LIMITED.

Get into a huge fight here, but, whatever you do, eventually you're bound to be captured...

Kill the nasty goblins before they manage to retract the drawbridge and plunge you to your death!

Yipes! You've been taken prisoner by those mean old bad guys! Shame on them.

A DELICIOUS
TASTY SOUND
STARTS AND
YOU KNOW
YOUR TIME
IS LIMITED.

Oh look! This is where you collect the parchment, vital to your success in the game.

This is a dead end if I've ever seen one, so don't come this way!

Look, a treasure chest! I wonder what it contains (Perhaps you should try telling us! -Ed)?

Level 5

When Barloom opens the gate to his castle, you're allowed to go in. Once inside the castle, go right to find a chest. Break open this chest, and you should find some coins and a health potion. Now return left and climb up the rope. Go right and take the scroll from Barloom, and then leave the castle quickly.

UNDERWORLD

Walk through here to get to a chest and uncover some bonuses.

Level 6

Leap down here to stick on the right track and continue your awesome quest. If you think it has been hard so far, you ain't seen nothing yet!

Climb down this vine and don't take your time doing it.

Barloom the Dragon is friendly towards you, so no worries at this point in the proceedings.

Barloom offers you a scroll which comes in vital later in the game. So it's a good idea to take his gift.

NOW AS I
PROMISED I
WILL HELP.
TAKE THIS
SCROLL TO THE
HORN CHAIR.
BEFORE YOU
NEED IT TO
NEVER.

DRAGON PALACE

Pick the horn up here, you will need it later on in the game.

Run right and drop off the cliff, then run left and pick up the health potion. Grab it and run right to the rope. Jump right onto the ledge and pick up the horn, then go back onto the rope again and climb down to the bottom of the level. Jump to the right and keep on going. You will eventually meet up with a giant snail who will offer to take you back for the bargain price of 16 gold coins. Press A to accept this offer and you will appear back next to the old wizard.

SHOULD I
TAKE THIS
SCROLL?
YES
NO
PRESS A
TO ACCEPT

INN

Level 7

Once you've entered the Inn, run left up the stairs to collect the bottle of ale, then go back down and leave the inn. Now you will have to make your way back to the beginning of the game. Thankfully, on your way back, there won't be any baddies to attack you, except for the bomb-throwing hands in the grove of trees.

THE END CASTLE

There aren't any baddies out to get you, there aren't any power ups to collect and there aren't any puzzles to solve in this section, so just keep going, after all who knows what lurks around the next corner!

With your new super-spell working a treat, nobody can defeat you now!

The final stage! Once you're inside the castle, go right, down the stairs and then up the stairs to collect the game's final health potion. Drink it, then make your way down and right to find the evil, nasty and probably a bit smelly, Zelek. Blast the guy rapidly with the super-spell and stay far enough away to dodge his attacks. Defeat this final baddie and you'll be treated to a rather dodgy ending on the Mega Drive version and a brilliant ending on the Mega CD version!

Isn't life strange at times, readers? You bet your bottom dollar it is, mister! Right, anyway that's the end of the game folks, so if you just want to turn the page now because there's nothing else to see... Are you still here? Well as your here lets all pat ourselves on the backs for completing one of the hardest games on the market. It's a real humdinger and no mistake, so well done one and all for thrashing through this the final level!

Level 8

Walk down these steps and prepare to meet the final guardian!

Inside the inn, there is no chance of ever getting served - the staff are terrible. Shoddy service, or what? However, while you're there you may as well look for some hidden objects to aid your quest.

MEGA-CD supplied by:
ELECTRONIC ARTS
Tel: (0753) 549 442

SUMMARY

GAME NAME: Shadow of the Beast II
TIME TO COMPLETE: 2 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: HARD!

Oi! Wake up you dozy barman, I want a pint of pilsner!

For some strange reason, you can't actually get past this section. Weird or what?

Get ready for the guardian! Shoot him with your magic spell to win the game. Remember to dodge his shots, though!

The final guardian! Go on, kill 'im! [When reading Mark Pilkington's tips at two in the morning I can see why I threw him off SEGA XS. -Ed]

These doors should automatically open for you.

To kill this mean opponent all you have to do is continually shoot at him - avoiding his attacks while you do so!

A CHOICE OF

2

GREAT MAGS!



WITH THIS ISSUE!

**FREE
SONIC &
KNUCKLES
SPORTS
BOTTLE
PLUS AN
EXCLUSIVE
SIX-PAGE
PREVIEW OF
RISTAR,
SEGA'S NEW
SUPER
HERO!**



SEGA
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**EXCLUSIVE FULLY
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**MICKEY
MANIA**

**COMPLETE WITH AN
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**ON SALE
NOW!**

WHICHEVER YOU CHOOSE, YOU JUST CAN'T LOSE!

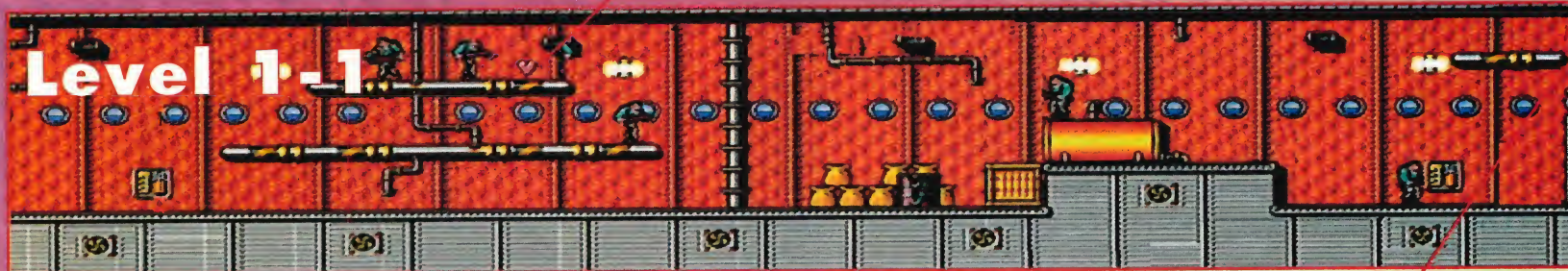
AS ALWAYS SEGAPro comes in two delicious flavours this issue. Both are jam-packed with up-to-the-minute previews, reviews and tips for the Mega Drive, 32X, Saturn, Mega-CD, Master System and Game Gear, including EXCLUSIVE looks at a host of new releases! Also, Issue 37 comes with a special Sonic And Knuckles sports bottle. How's that for value for money! if you're a Mega-CD owner SEGAPro CD is for you. Inside it's exactly the same as the normal SEGAPro, but with the added bonus of a dazzling disc demo. The cover-mounted CD this issue contains a whole playable section of the brilliant Mickey Mania!



THE STEAMER

A heart power-up will ensure you have a boost of energy but ironically, at this early stage in the game you may not need it.

Level 1-1



These boxes are the venue for one of your first big punch ups with a handful of villain types. Use the three levels of boxes as platforms to catch the bad guys on. Remember, one hit is usually enough to kill in the steamer.

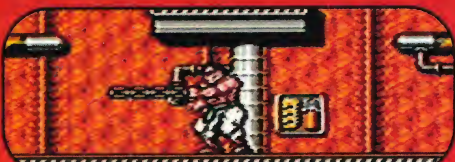
This guy hurts daggers at you in a slow rhythm. Jump up to the platform above to the left before tackling him. If you want you can kill him by jumping on his head.



A power-up. They are usually good, giving you a bonus of points or energy, and sometimes even extra lives.

Guardian

This oversized giant of a muscle-bound hardman throws chains at you. Repeatedly punch or kick him and he soon tumbles.



Level 1-2



Big muscle-bound men stroll out of these doors with one purpose, to punch your lights out!

Put on your black trousers and karate shoes because it's time to unravel the four menacing levels of *Dragon*, the Bruce Lee platform game for the Master System. Packed with enemies, from knuckle heads to ninjas, *Dragon* is a game requiring stealth and stamina, and the ability to give the bad guys a good kicking! If you've seen the film, read the book and worn the t-shirt, it's time to play the game!

The SEGA XS crew once again proves themselves to be the blackbelts of solutions by presenting you with these sensational martial art maps, spanning all four levels in every detail.

MASTER SYSTEM GAME GEAR

VIRGIN ● PLATFORM/BEAT-EM-UP

DRAGON

THE BRUCE LEE STORY

This fat bloke with braces blows a nasty gas in your face, given half a chance, or rolls into you trying to knock you down.

The Steamer is certain to get you in a sweat as you set off, punching and kicking your way to the end of the level. The men you fight are weak and can be killed with one blow, unlike the ninjas in level two that need two blows. The moves are as follows: Punch - forward + 2, High kick - Up + 2, Flying kick - forward + 1 + 2 together, Low kick - Down + 2, Roundhouse with knee + 2.

When you jump down from here you may fall unwittingly into the path of a spinning knife, so be careful.

Kick this barrel of burning oil into the enemy to finish them off without much effort.

Attack from different types of bad guys is inevitable before you reach the exit. Fight them the best you can and try not to get too careless.

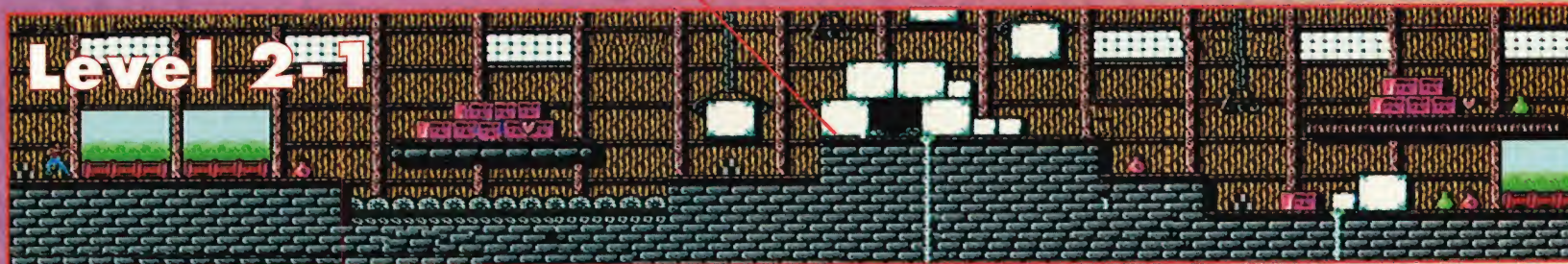
This points power-up is guarded by one of those rounded beer-bellied bad boys.

Level 1-3

An energy power-up. Vital for those who have taken a beating from the evil enemy. Particularly vital because you're just about to take on the end of level guardian.

ICEHOUSE

Watch out behind you as you pass this stack of ice blocks. A baddy leaps out of the ice and tries to assault you from the rear!



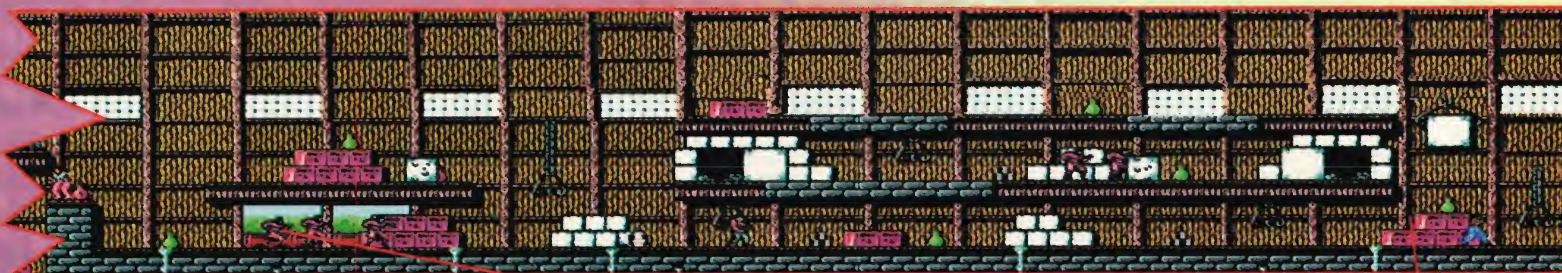
Keep going at this stage to ensure you don't lose too much energy. Always use the ice blocks to take out large groups of enemies



There is a power-up here. What it is may change randomly every time you play.

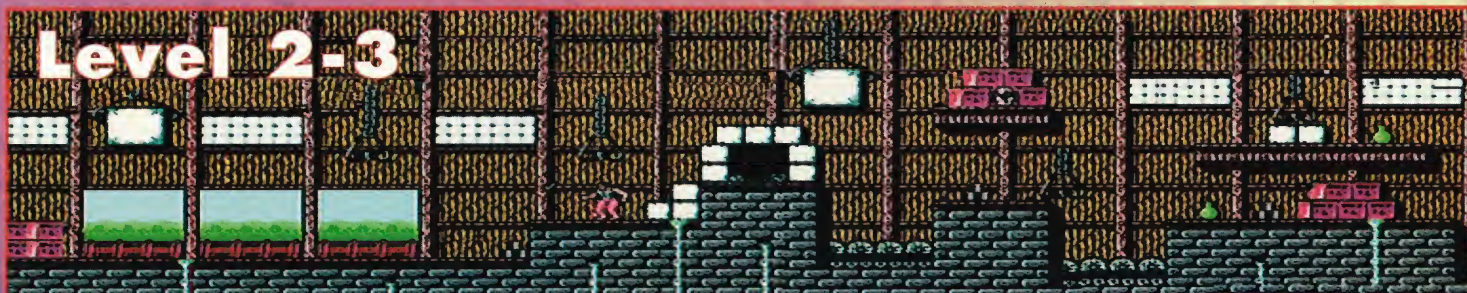


Attack is imminent when you reach here, from more than one opponent. They will follow you if you jump down and try and run, so needless to say, stay and fight like a man.



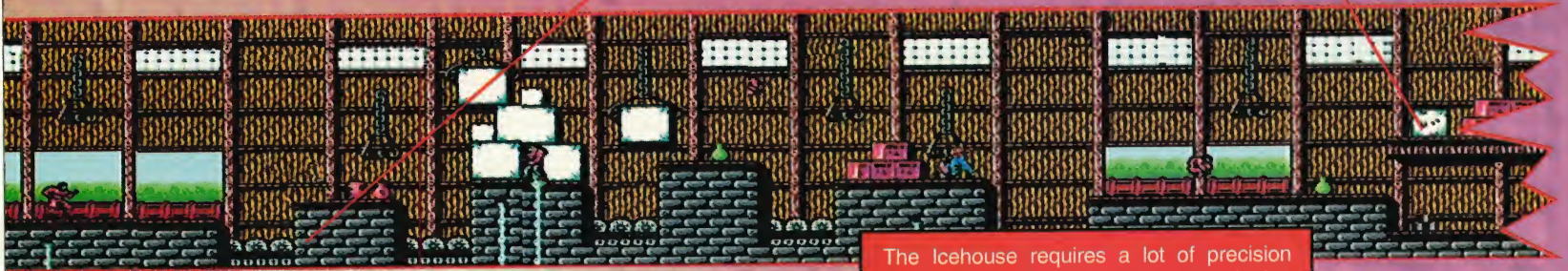
Three ninjas attack here. Don't leave any of them to their own devices for too long and do not stay in one place for long either, as they throw nunchukas. Use the platform above.

A massive attack is about to explode in your face at this point, but you are so near the exit you may as well just run for it.



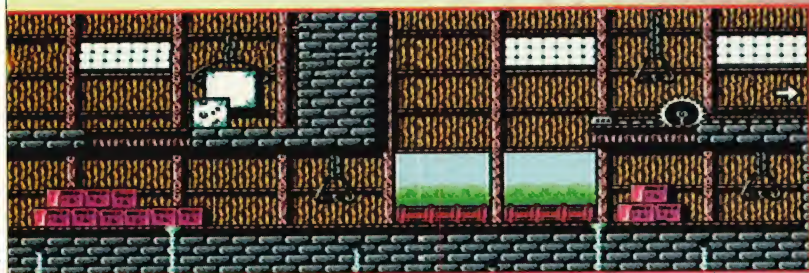
Avoid the buzz saws by timing your jumps well. It's always best to dispose of the enemy before ploughing on as it's difficult to fight them on the tight, smaller platforms.

This iceblock, standing solitary on platforms, can be kicked into the enemy, usually killing them. It works well when you're being approached by several bad guys at once, so you can take them all out in one go.

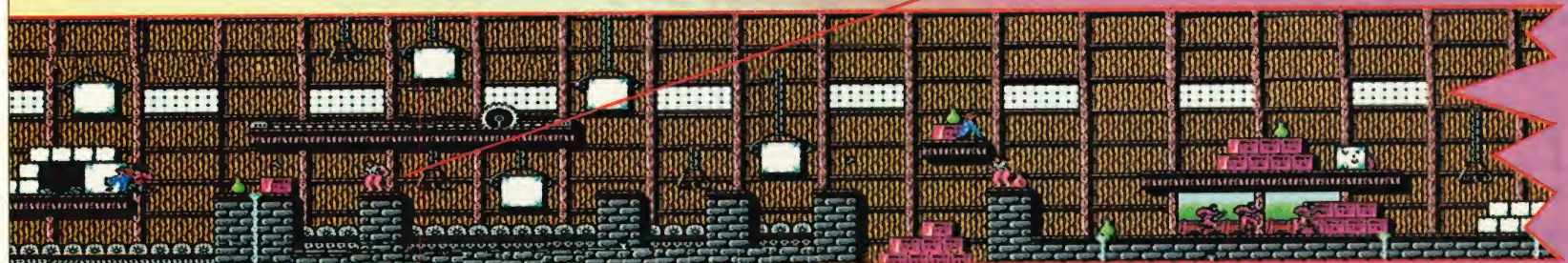


The Icehouse requires a lot of precision jumping. The floor has rows of spinning buzz saws in it that nip an unsuspecting Bruce on the feet if he stumbles. Some of the saws are bigger than the usual ones and also move!

However, the main source of attack comes from ninjas clad in purple outfits. They leap, kick and throw sharpened stars at you, if you do not launch into a full on attack. There are enough power-ups in the level to keep you going and you will also have a chance to use iceblocks to counter attack by hurling them at the enemy.

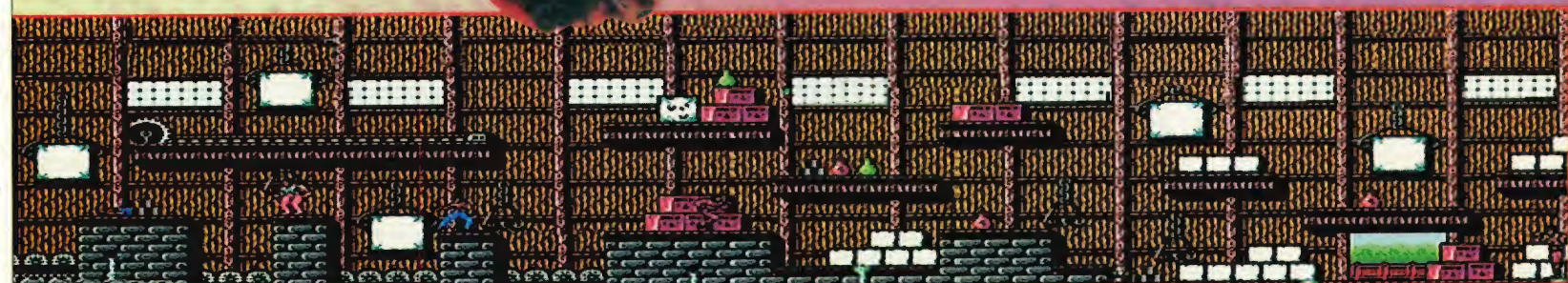


This fella throws knives at you so watch it. Jump up to the higher platform, in between the knives, but be careful not to touch the moving buzz saw.



Guardian

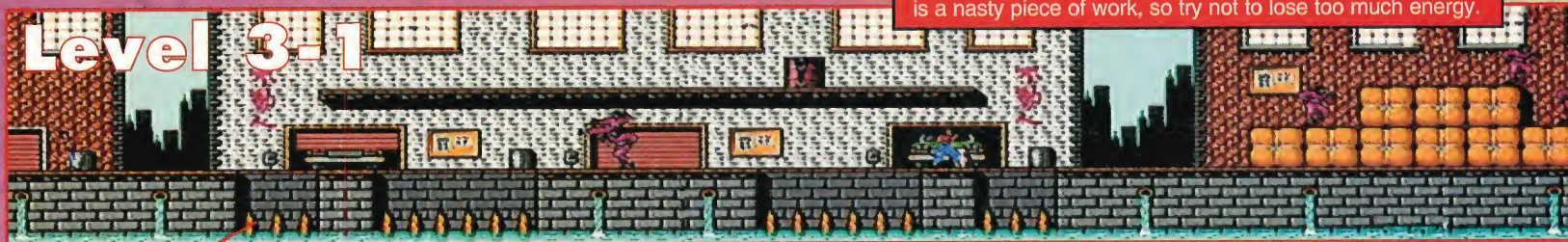
This guy hurls ice blocks at you from the various piles scattered around. Try and get him in a corner and repeatedly punch.



VICTORIA HARBOUR

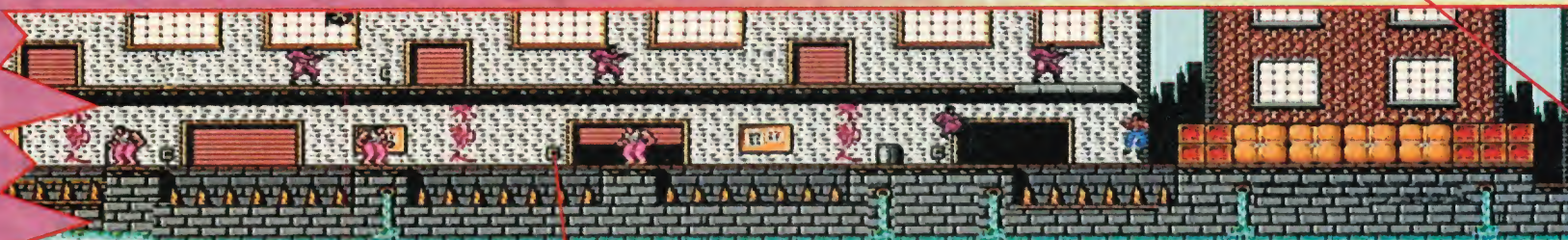
Victoria Harbour is ninja central! They plague your every step by spinning and somersaulting into you with deadly intent. You must also tackle a wicked chef, brandishing a meat cleaver, who seems to see you as the meat in need of chopping! Watch out for the wooden spikes, breaking the surface of the harbour's water. The guardian at the end of this level is a nasty piece of work, so try not to lose too much energy.

Level 3-1



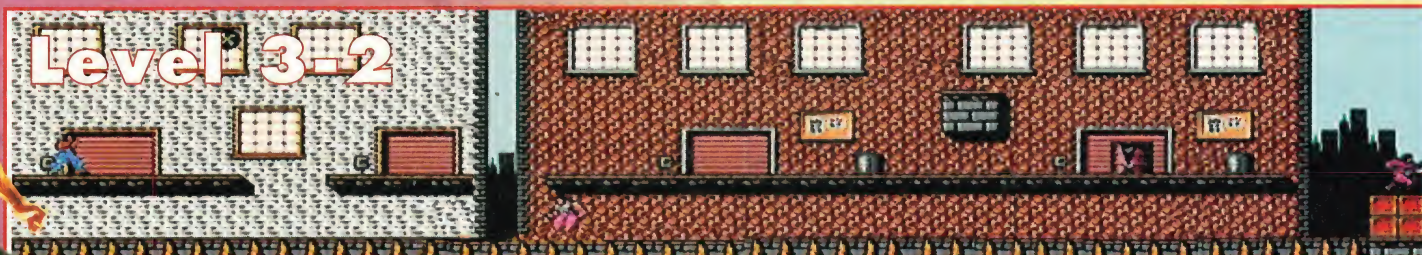
Do not fall onto these rather gruesome looking spikes, unless you think it's trendy to have no feet!

Sometimes there are power-ups here and on the ledge above. More often than not the power up is a heart for energy but now and again there is an extra life waiting to be snapped up.

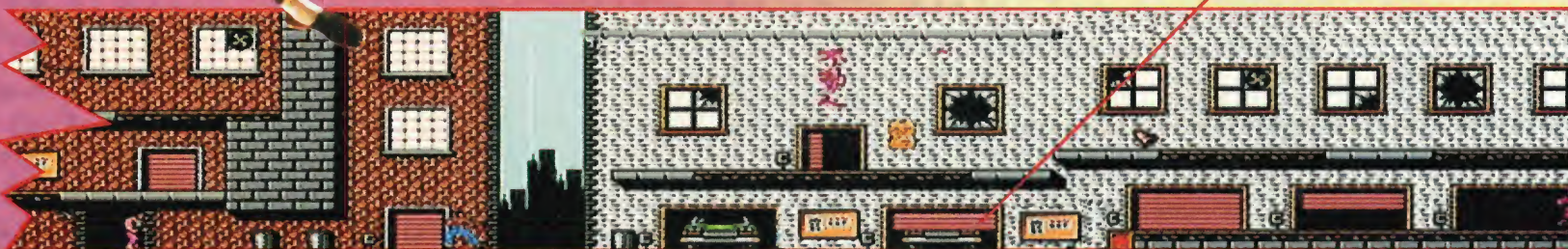


You can only really progress by using the top platform. The trouble is, the men underneath throw daggers diagonally upwards. Needless to say, if you get caught, prepare to suffer!

Level 3-2



These garages with cars are not a worry. It's the ones that appear empty you need to look out for.



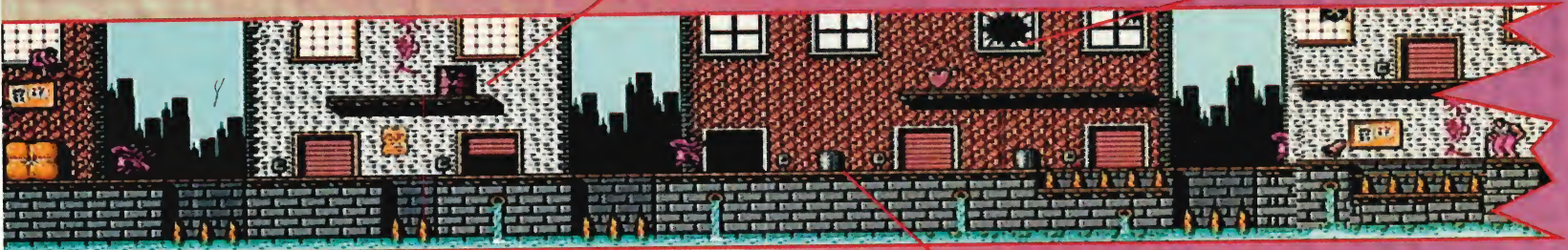
Don't worry, you can't fall into the water here even if you really tried!

Level 3-3

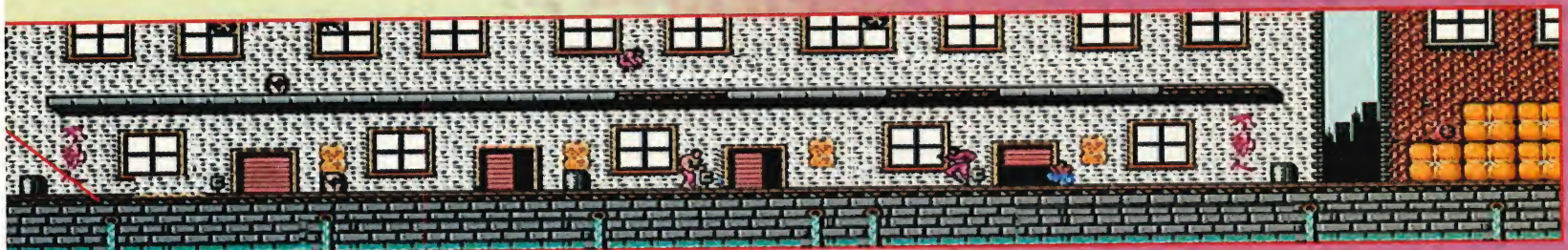


These barrels full of oil are always a good bet when you're in trouble. You can knock out three men at once by kicking this in their direction.

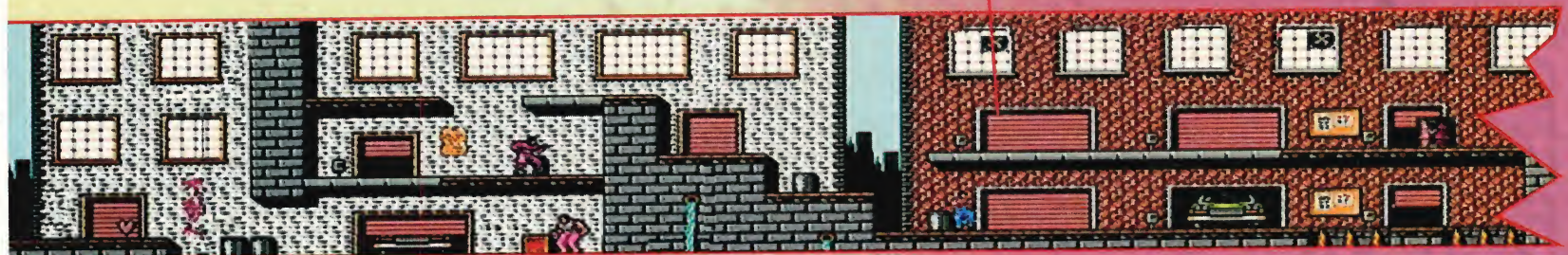
The ninja comes springing through these windows. Expect the unexpected!



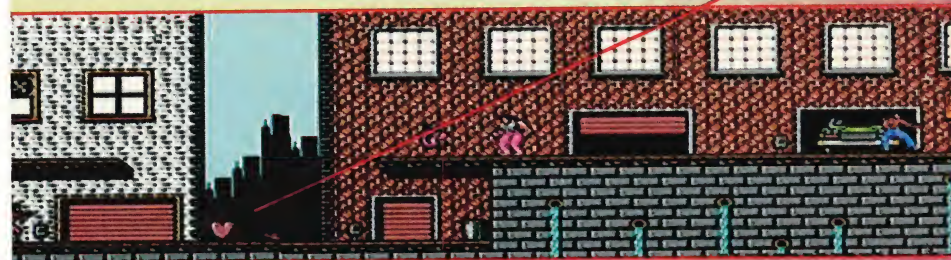
Watch out for the chef with the chopper, as he has a tendency to throw it at you. Collect the Brucie bonus on the ledge to the right.



There will be an all out ninja attack around here as they pour out of the windows with the fans in the corner. Kill them and you can move on.



An energy power-up should be collected here to help you survive future attacks.



A shattered window. Evidence of where ninja warriors have smashed their way out of buildings to beat passers-by up.



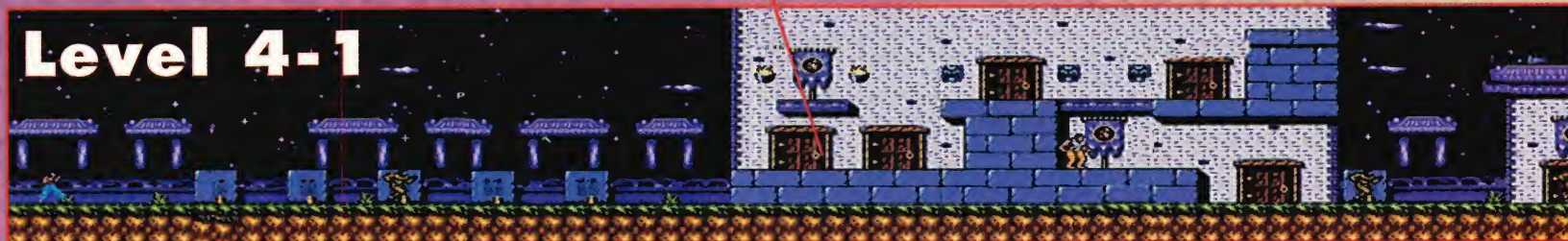
Guardian

This tall, busty babe is actually a killer. She uses her fans to whack you around the ears. Get in close and start punching!



THE GRAVEYARD

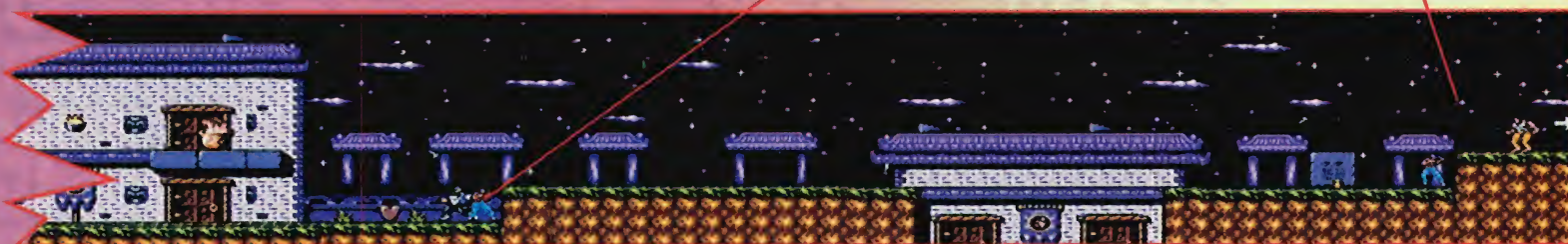
Level 4-1



Jump up to the platform and jump right. Jump on top of the knife thrower to kill him. He won't chase you if you run from him but he is a menace with those sharp knives!

This fat bloke will have no hesitation in trying to nobble you, whether you're Bruce Lee or not. He's tougher than the same character you encountered earlier and requires a lot of hits.

The end of stage guardian is a dagger throwing muscle man. Don't let him ruin your day by taking you out before the end.



These ying-yang symbols are great. They top up your energy completely and give you an extra life to play with.



This is the scene for the biggest fight to date. Starting with lots of muscley types, who you must hit again and again to defeat. After this a completely new style of ninjas attacks you in groups of three or more. Use the pot to bash them.

Level 4-3



It's after dark, the stars are out and a creepy mist encircles your body. The place you would least want to be is a graveyard. However, it's not the dead you should fear here, but those blasted ninja fighters again. Also look out for the various henchmen that have been on your case through out all the levels. You also have to jump some flaming pits.

If by some miracle you have fought through all the hazards between you and the end of this level, prepare for a devilish end of level guardian who simply refuses to stay in one place for more than about two seconds. Bruce Lee is your name and *Dragon* is your game — so be brave!

Guardian

Every time you score a hit on the final guardian he disappears and re-materialises behind one of the white doors. However, he can't last forever, so keep attacking!



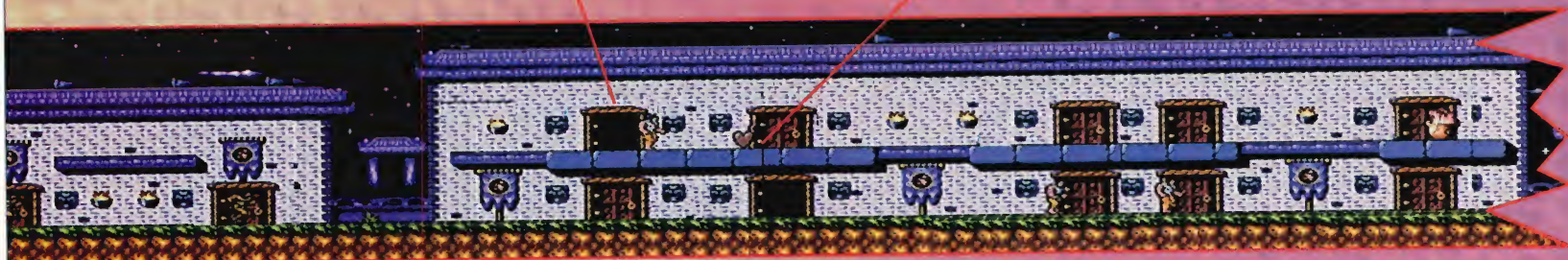
SUMMARY

GAME NAME: Dragon
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 5200
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Easy

Cartridge supplied by:
VIRGIN,
 Tel: (081) 960 2255

A big brute appears through these doors and tries to punch you.

Don't miss this energy power-up, especially as the action is from here on in!



The minute you jump down here a chef character throws a cleaver at you. Jump over it and kick him out of existence.

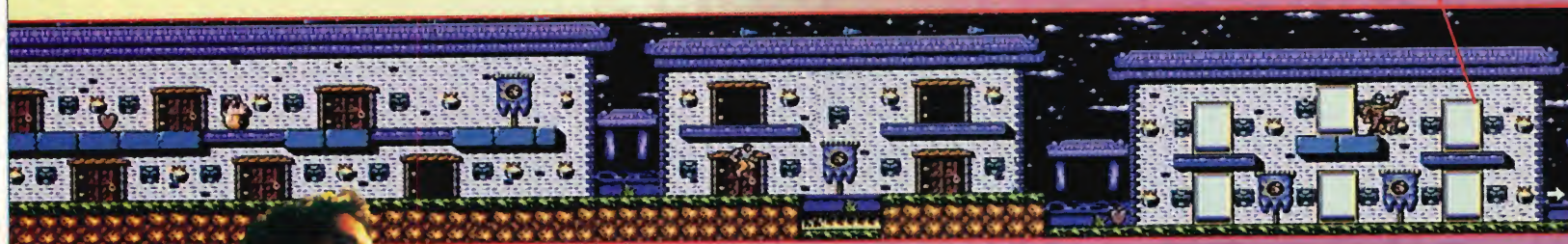


Punch men into this fiery pit to finish them off quickly but do not try and jump it yourself. Instead use the platform above.



Jump these pits while battling ninjas and dealing with that big knife-throwing chap.

The end is nigh. This is the very last obstacle in the game. The guardian vanishes and reappears at the doors randomly, while attacking you. Collect the power-up just before you get here, as it's a vital energy boost.



End Scene



THE KEY TO IMMORTALITY
IS TO FIRST LIVE A LIFE
WORTH REMEMBERING.

CHARACTER PROFILES



Regina Holmwood

Regina Holmwood is a calm character who seems to spend most of her time at home looking after family affairs although she has had past experiences with the evil Dracula himself.



Leopold Stransokowski

Leopold is another regular down at the Hades Club. Again he is a heavy drinker but that is because of the untimely death of his wife some years previous. The boozing Czechoslovakian has a distinct dislike for Alexander Morris.



Alfred Horner

Apart from co-owning the Bookstore with Devlin, Alfred Horner seems to be interested in the weird and macabre. He is an expert in evil legend and describes himself as a son of Hell when referring to his membership of the Hades Club.



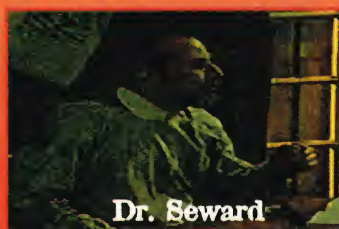
Jonathan Harker

Mr Harker, who lives with his wife and young son in the Marble Arch area of London has an office in St. Pauls. Although he doesn't frequent the Hades Club he and his wife move with in the same circles socially.



Mena Harker

Mena spends most of her time looking after her son, young Quincey, named after the late Mr Morris. She was once bitten by Dracula but was rescued from a life in limbo by Professor Van Helsing's hypnosis techniques.



Dr. Seward

You will find the Doctor most of the time at the Asylum where he cares for mentally insane people. He was one of the crowd who encountered Dracula a decade ago. This experience still plagues him to this very day.



Juliet Adams

The very attractive Juliet is Annisette's best friend. She is staying with the Bowens to support her friend while her father is in ill-health. She is involved with Devlin Goldache, although they do not publicly show their affections. Juliet tends to have some disturbing dreams.



Dr. Briarcliffe

The last of the main characters can be found at the University where he is always ready to identify strange coins and translate the odd mid-European spell book.

This latest Sega TruVideo interactive combines the quality of a Hollywood movie, a challenging mystery and a new twist to the Dracula legend. The game starts off 10 years after the events described in Bram Stoker's original novel. Dracula has arisen once again and is now plaguing the streets of London, where a set of strange murders have been taking place.

Your task is to help our American hero, Alexander Morris, uncover the true circumstances surrounding his brother's mysterious death and unmask Dracula before the new century of darkness begins. This is an awesome gothic adventure requiring split-second timing and a lot of thought to conquer. However don't dispare, when it comes to seeking the true light SEGA XS can defeat even the most hideous of evils!



Alexander Morris

The main character in the game, played by you. This young American has been in London for a few months, living in Notting Hill, after receiving a mysterious letter from a Romanian priest urging him to investigate his brother Quincey's death. While in London, he has fallen in love with the charming Annisette Bowen and became engaged to her. The story begins with Alexander joining the exclusive London men's association, the Hades Club after being nominated by Arthur Holmwood, his late brother's best friend.

**MEGA
CD**

SEGA • STRATEGY ADVENTURE

DRACULA UNLEASHED

**Annisette Bowen**

Annisette, Alexander's girlfriend, also lives in Notting Hill with her father Andrew Bowen who has become ill over the past few months. She is a most popular figure in the circle of friends but her closest companion is her friend since childhood, Juliet Adams.

**Arthur Holmwood**

Arthur and his wife Regina were very close friends with the late Quincey Morris and together with him, Jonathan Harker, Mena Harker, Dr. Seward and Professor Van Helsing, they were involved in a ghastly struggle with Dracula himself. Arthur Holmwood, who lives in Westminster, nominated Alexander Morris into the Hades Club.

**Devlin Goldacre**

Goldacre is a rather rude man who spends most of his time at the Hades Club. He is romantically involved with Juliet Adams and is a partner to Alfred Horner in their bookstore in Kings Cross. Devlin seems to drink rather heavily and always has a bad word to say about everyone.

**Professor Van Helsing**

The Professor is very much the classic Vampire killer. He had teamed up with the group of friends before and now he must step in to lend a hand again as Dracula is back. Always ready with a string of Garlic and an obvious line, the story really does take off when he arrives on the scene.

The Preface 27th December 1899



surrounding his late brother Quincey's death. He goes on to explain that he has been side tracked from his investigations since falling in love with Annisette and by Annisette's father Andrew Bowen falling ill.

Alexander then receives a letter from Andrew Bowen's doctor saying that he has suffered a fatal heart attack. Alexander then leaves the Hades club to get a good



Alexander Morris makes his way to the Hades Club to accept his membership and meet Arthur Holmwood. On his arrival he is introduced to Devlin Goldacre and Leopold Stransokowski. Alexander

explains that he has been in London for some months, after receiving a letter from a Romanian Priest named Father Janos suggesting that he should look into the circumstances

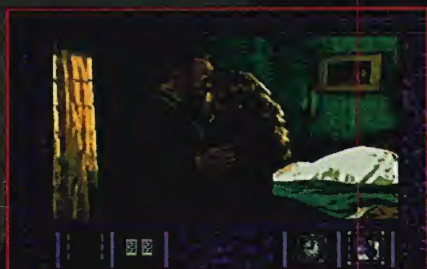


nights sleep before going to see Annisette on the morrow. From now on everything that happens in the game must be noted down as all clues will prove important if Alexander is to discover what really happened to his brother. He will also start a journal and address book so that everything that happens in the next few days can be recorded for future use. You

must look for the clues and work out where to go, who to meet and what to take on your travels around London. Time is the most important thing to keep a check on, it is vital that you are at the right place at the right time in order to succeed, any wrong move will result in Dracula's victory and Alexander's untimely death.



Day 1 - 28th December 1899



Annisette's House 7.05am

After sleeping, take a carriage across Notting Hill to the home of your beloved Annisette. She will need to be comforted after the death of her father by heart attack. The look on the corpse's face, the shock induced heart attack, the strange piece of cloth and the open window are the first small pieces of the jigsaw

Holmwood's House 8.20am

Take a carriage to Westminster, to the home of Arthur Holmwood. When you arrive, you will over here a conversation between Holmwood and a Police Officer regarding the murder of Holmwood's carriage driver. Holmwood explains that he had sent his driver to the residence of Jonathan and Mena Harker to deliver a small gift for their son Quincey. The Policeman reveals that the car-

riage driver suffered decapitation but there were no signs of blood in or around the dead, headless body. Alexander overhears the address of the Harkers and automatically logs it in his address book and Journal.

Newsstand 8.40am

Now pay a visit to the News stand in Westminster to pick up the morning paper and read more about the coachman's death. It is important to write to your Journal at this point so that the interesting articles from the Newspaper can be pasted in. During this particular visit you will learn the address of a local Public House in the Strand called Saucy Jack's, perhaps further



information can be gained from there.



Harker's House 9.15am

Travel to Marble Arch to pay a visit to the Harkers and inform them of the death of Andrew Bowen and the murder of the carriage drive en route to their abode. Jonathan Harker will be less then willing to talk to you at length but he will present you with his business card and the address of his office. Before leaving Marble Arch

you should put the card in your satchel and make an entry in your journal. From now on, make Journal entries and check your inventory after every scene.

Telegraph 9.55am

Before going into the Telegraph office you should look in the satchel and find the calling card of Father Janos, the Romanian Priest. Put that card into the "At Hand" box in your satchel and head into the Office. Alexander will now be able to send a long distance telegram to Father Janos asking for more help from him. Telegrams that are bound for you can be picked up when arriving at home each night.

Hades Club 10.50am

As you arrive at the Hades Club you will be greeted by a bad tem-



pered Devlin Goldache who will, in no uncertain terms, tell you that he doesn't like you and that you do not belong in the Hades Club.

Saucy Jack's 12.00 noon



You should arrive at Saucy Jack's pub one hour after opening time. There you will be greeted by the landlady Rebecca and supplied with a jug of beer. The regulars will be talking about the resent spate of murders and you will here tell of a mysterious ghostly lady known as the



Bloofer Lady who, in local legend, used to roam the streets of London, biting young children on the neck. You also find out that there is a book about the Bloofer Lady which can be obtained at the Goldache and Horner Bookstore in Kings Cross.

Bookstore 1.20pm

Alexander will enter the bookstore and present Mr Horner with his calling card and tell him that he has met his partner Mr Goldacre at the Hades Club. Horner is pleased to except Alexander into his shop as a fellow member of the Hades Club and asks if there is anything he you require. Alexander will then ask if Horner stocks the Bloofer Lady book. Horner



Holmwood's House

3.00pm

When you call at the Holmwood residence, Arthur will be unavailable but Alexander will engage in conversation with Regina Holmwood. She will tell you

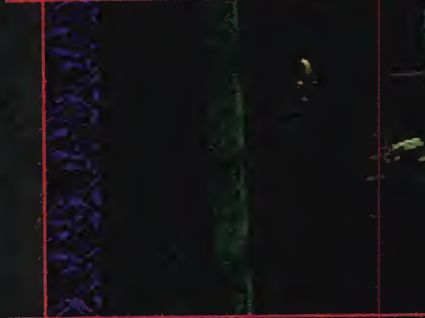
drunken Stransokowski, grieving over his late wife's death. He will tell you that she is not really dead and that she has seen her wondering around late at night. Not wishing to get involved in Leopold's sorrow, Alexander will make a sharp exit.



nut house. He will tell you of the weird effects of the moon on his more seriously deranged patients and will tell you to come back as he is still very busy.

Home 11.30pm

After an exhausting day it is time to go home and get some sleep. Before clicking on the sleep button, click on the Telegram button and discover



out Leopold Stransokowski's wife's path and then cut the conversation short as she was about to take the present for young Quincey over to the Parkers House. Alexander will then enter to take the package to the Parkers for her, so put the package in the satchel and exit.

Saucy Jack's 9.00pm

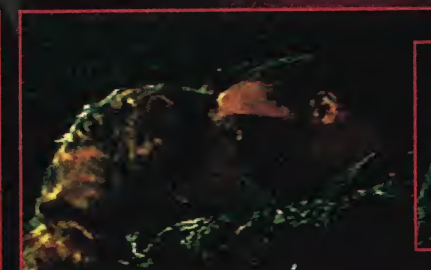
Time for a swift pint down at the old Saucy Jack's. This isn't a wasted journey as you get into a conversation with an old man who tells you of the Demeter Wolf who roams the streets of old London town baying for blood.



Asylum 10.40pm

Time to meet Dr. Seward at the local

that Father Janos has returned your call and has sent you a parcel. The note says beware of the night and the parcel contains a Bowie Knife that used to belong to Alexander's brother Quincey. The plot thickens but for now it is time to get some shut eye. Alexander though will be plagued by nightmares of the Bloofer Lady and the Demeter Wolf all night.



will then get the book and give it to Alexander as a gift. The inside cover of the book has an inscription which reads "From the library of Dr. Seward at the Asylum" and gives you another address to investigate.

Harker's Office 4.10pm

Instead of going to the Harker's House, instead go to his Office making sure that you have the gift for Quincey in hand. Jonathan will thank you for the gift but will make excuses not to talk to you about the strange goings on. He will, however, give you a cross on a necklace as a gift to Annisette in her time of grief.

Annisette's House 5.25pm

With the necklace in hand, enter Annisette's house to discover that her closest friend, Juliet Adams, is already comforting her. Annisette is pleased to receive the necklace as Juliet tells of a dream she had experienced about Andrew Bowen's passing. Juliet will give you a red rose.

Hades Club 7.40pm

Now take another trip to the Hades Club in search of more clues. You will arrive to see a rather bewildered and



Asylum 2.10pm

Take a carriage to the Asylum and enter. The Doctor will be unavailable as the resident "Loonies" are playing up. You will talk to his assistant who is having a hard time keeping the residents from roaming about. One such Loon will then break free so Alexander comes to the aid of the Doctor's assistant and grabs the loon as he is going out the door. Alexander is rewarded with a Cosh as a gift from the assistant and is told that Dr. Seward will receive Alexander's calling card.





Day 2 - 29th December 1899

News stand 7.00am

Take the first carriage of the day from your home in Notting Hill to the News stand in Westminster to discover more gruesome tales from the London Newspapers.



Holmwood 7.20am

Arthur tells you more about Quincey's heroic death. He tells you it was an accident that happened while he was saving his friends. Do you believe him?

Annisette's House

8.50am

You arrive at Annisette's house to comfort her further in her grief but you find that her friend Juliet is the one who needs comfort as she has taken ill. Her symptoms are very strange

Asylum 10.40am

Dr Seward takes you to see one of his oldest patients named Renfield who was once under Dracula's spell. Renfield starts to rattle on about blood and the moon saying "The blood is the life". Dr Seward senses there is something in the old man's ramblings and gives you the calling card of Professor Van Helsing.

Bookstore 12.30pm

With the cloth you grabbed from the dead body of Andrew Bowen in hand, enter the shop. Horner will look a bit stunned when you show him the strange old cloth and he will give you the address of the University who will be able to identify it. As Alexander is about to leave the shop, he cuts his finger and Horner starts to act strangely at the sight of blood.

Telegraph 12.50pm

When you get to the telegraph office, you will have to send off two telegrams so you must go in twice. Before going in the first time you must make sure Father Janos' card is at hand in order to ask him for more details. Exit the office and exchange the card for the Van Helsing card and re-enter the



office. The telegram to Van Helsing, will bring him to London.

Hades Club 2.00pm



Time to make a very quick visit to the Hades Club where you will find Devlin Goldache in another drunk as a skunk. Devlin will talk briefly about his involvement in the Bookstore with Horner and will then brush it off saying that neither Horner or the Bookstore mean anything to him and he will flip up a coin in the air and walk away. Alexander will catch the coin so put it in the satchel before exiting.



University 2.35pm

Like the Telegraph office, you will have to make two quick visits to the University. The first time with the strange cloth in hand and the second time with the coin you got from Devlin. You will talk to a Dr Briarcliffe who will ask for more time to examine the cloth but will tell you that the coin is Transylvanian.

Harker's House 3.35pm

With the red rose in hand, go in to speak with Mrs Harker. She will tell you that she is sending little Quincey away to his grandparents for the remainder of the holiday and that she would like to speak further to you at Andrew Bowen's funeral.

Harker's Office 4.40pm

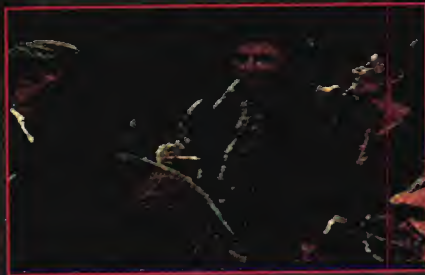
As Jonathan Harker wasn't at home you can assume he is at work. Before going into the office, you should make sure the Bowie Knife is at hand. This will convince Harker to start telling the truth and he will ask



you around to his house later that night to discuss Quincey's death.

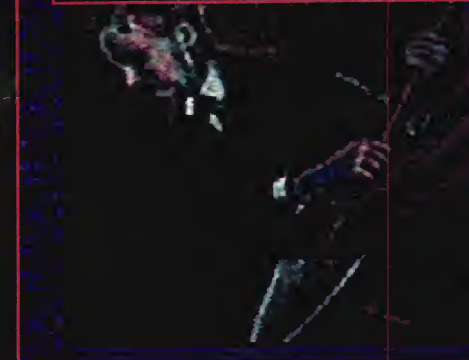
Saucy Jack's 5.45pm

Before going on to Harker's House, pop into the pub for a quick pint. Here you will hear the locals singing folk songs about the Bloofer Lady.



Harker's House 7.10pm

This is a big scene in the story. As you go into Harker's House you will find there are a lot of people gathered there. Professor Abraham Van Helsing has travelled to into London, Dr Seward from the Asylum is there as well as the Holmwoods and the Harkers. Alexander will find out that Quincey actually died while attempting to kill Dracula in Transylvania.



Van Helsing will go on to say he believes a group of Vampires are roaming the streets of London in search of blood and the group of friends will have to get together again to defeat the evil as they did a decade ago.

Jonathan Harker produces a Journal of those times and gives it to Alexander as further proof of the Vampire story. Van Helsing will then recount some of the signs to look out for in Dracula's victims — they sound like Juliet Adams' symptoms.

Annisette's House 8.40pm

Most of the gang now make their way over to Annisette's house to examine the fading Juliet. Van Helsing does indeed find a Vampire bite on Juliet's neck and begins to place strings of garlic and crosses all over the room. Meanwhile, Juliet gives Alexander a note for Devlin Goldache and the gang leave to go their separate ways.

As they leave, Alexander is attacked by a Bloofer Lady but is saved in the nick of time by Van Helsing and a blessed cross. Van Helsing comments that the evil seems to know their every move.



Hades Club 10.10pm

Alexander now reaches the Hades Club making sure the note from Juliet for Devlin is in hand. Devlin takes the note rather badly and becomes very upset being already drunk. He talks of his love for Juliet and then turns away, dropping a set of keys on the



floor. Alexander will pick the keys up thinking they may open the Bookstore in Kings Cross.

Bookstore 11.05pm

As you arrive in Kings Cross make sure you have the keys in hand. Horner will be locking up the shop after closing a secret door into a back room. Alexander will stand in the shadows until Horner locks up and walks away. Now Alexander can open the door with the keys and enter the secret



On the bench is a strange looking book that Alexander will take before making his escape. Add this book to your inventory before heading back to Notting Hill.

Home 12.30am

As you arrive home, press the telegram button and read the second telegram from Father Janos. He goes on to explain that the Bowie knife belonged to Quincey and you should



chamber at the rear of the shop. Horner is up to something weird as Alexander finds a collection of jars containing different sorts of blood.



beware of the night and beware the Vampire. After reading the letter press the sleep button and get some rest. Alexander will have another nightmare, this time with his dead brother in a starring role





Day 3 - 30th December 1899

Annisette's House 7.05am

When you arrive at Annisette's house you will find Juliet is still very ill and has been joined by Devlin Goldache to comfort her. Alexander then notices the garlic has been taken down and the doors have been opened. Annisette then gives Juliet the cross necklace given to her by the Harkers and Juliet goes wild at the sight of it.

News stand 7.55am

On to the News stand to collect the morning papers. Inside you will find stories about local grave robbing as well as another slasher victim being found. The plot thickens once again.

Hades Club 9.05am

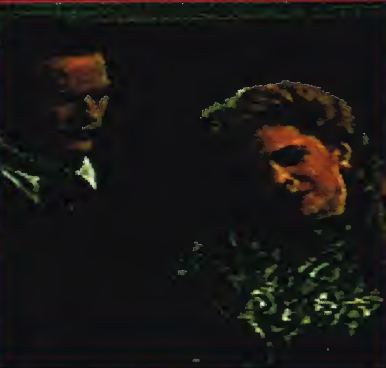
Stransokowski is drunk again! He is still on a huge bender after seeing his dead wife roaming around the streets. You can make no sense of his babblings so leave for the funeral



Holmwoods invite everyone around to their house for the wake but before going there visit the Asylum. Mena Harker will tell you she has asked the local priest to help before you leave.

Asylum 11.05am

Before going into the Asylum arm yourself with the Cosh by putting it in the "at hand section" of your satchel. Dr Seward and Van Helsing will greet you and take you in to see Renfield

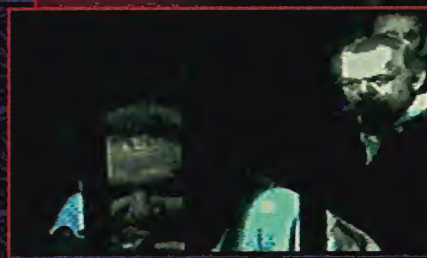
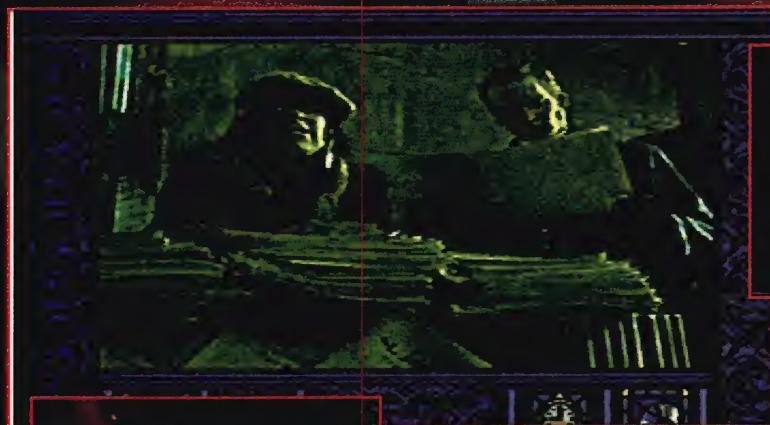


Telegraph 2.45pm

Travel to the Telegraph office again and before entering select the calling card for Father Janos. Alexander can now send a third Telegram to Romania in search of more information.

Saucy Jack's 3.35pm

As you arrive at the public house you will find a rather depressed looking Van Helsing who is thinking about giving up the fight against the evil forces. Alexander will convince Van Helsing to soldier on and the



who is at his absolute maddest. "The Master has been revived", he will scream as he attacks Van Helsing. Alexander will now be in a position to leap to the Professor's defence and strike Renfield down before he kills Van Helsing.



of Andrew Bowen.

Cemetery 10.00am

Everyone has turned out for the funeral and the service goes well. The

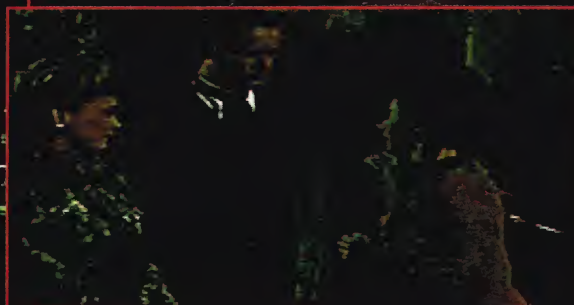
Holmwood's House 12.30pm

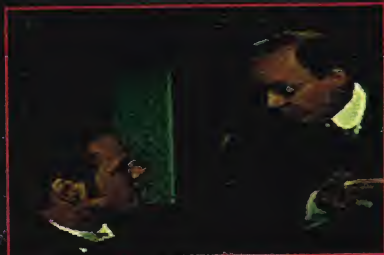
The gathering at the Holmwoods is a very relaxed and friendly affair that goes by without incident.

Professor admits to himself that, somehow, Dracula is alive again!

University 4.45pm

Make sure you have the strange book you picked up late last night from the Goldache and Horner bookstore at hand. Take it in to see Dr Briarcliffe and he will tell you it is some kind of ancient magic spell book. He will read from it describing an Amulet that can bring the dead back to life.





Home 8.50pm

Now head back home early to pick up a Telegram from Briarcliffe at the University. The cloth turns out to be of Middle-European origin and over 100 years old.

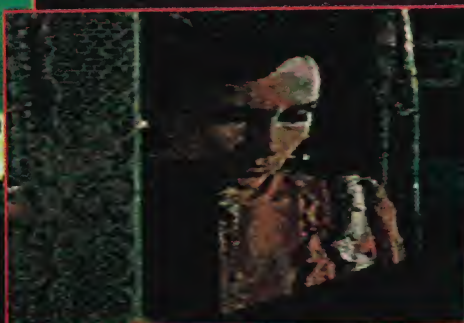
Annesette's House 9.10pm



Alexander decides he had better spend the night over at Annisette's house to protect the girls against the evils of the night. Unfortunately though he falls asleep and Annisette is attacked by Dracula and Juliet is murdered. It is Van Helsing who find the bodies and raises the alarm. Alexander will automatically go back home, sorrowful and angry.

Harker's House 7.30am

Jonathan is out but Mena will greet you on this New Years Eve morning with a gift. She had given the local priest, Reverend Jenkins, a cross so he could consecrate it. Take the cross and add it to your inventory. Mena goes on to tell Alexander of her close encounter with Dracula some years ago. She goes on to say



sometimes she feels some sort of bond with him and she can almost sense his presence when they are all together, although her visions have not yet identified what form he takes.

Harker's Office 8.20am

As you arrive at Jonathan's office for another meeting, a note is brought for Dr Seward to say the Asylum was on fire. Before you all disperse, Van Helsing will ask you to get a Stake and Mallet on your travels.

box to find the decapitated head of Dr Briarcliffe inside.

Home 10.45am

Still reeling from the shock of the head in the University, the natural place to go is home for a lie down. On your arrival you will find two further telegrams. The first is from the late Briarcliffe telling you more about the Amulet of Power and the second is from Seward saying listen to the enclosed Dictaphone reel immediately. It contains the last consultation between Seward and the loony Renfield.

Cemetery 12.00 noon

The funeral of Juliet Adams is a sad affair but a meeting at Annisette's house is arranged directly afterwards.



Asylum 9.15am

Now go to the Asylum to see if Dr Seward needs any assistance. You will find that he is extremely busy but you can collect the Stake and Mallet from the burnt out Asylum.

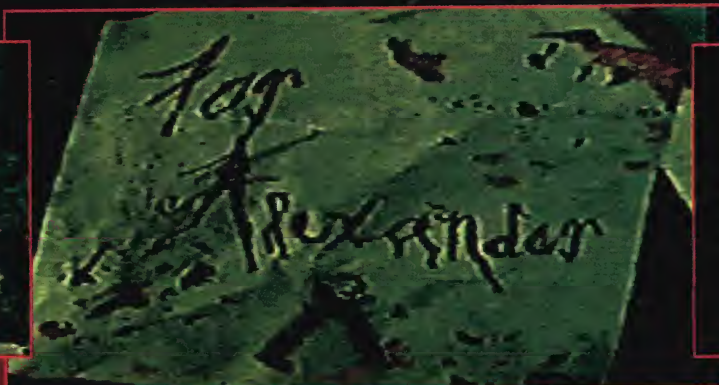
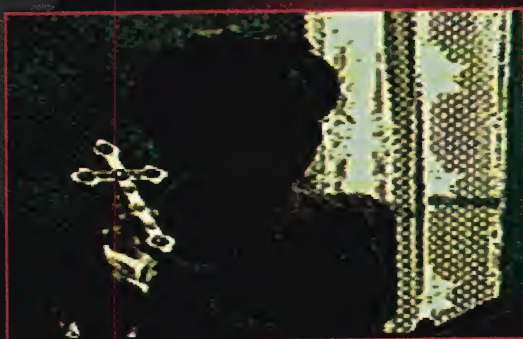
University 10.00am

Visit the University to see if Briarcliffe has any more information about the Amulet of Power. You will find there is a large box on his desk and it has your name on it. Alex will open the

Harker's House 6.05pm

There is another meeting of the troops at the Harker's residence and Van Helsing tells everyone Dracula is somehow alive again. Alexander will then tell the others about the spell book and the Amulet and Van Helsing rallies the troops into action. After the meeting, Van Helsing and Alexander leave and the professor is attacked by a mad wolf that runs away once Van Helsing shows it the cross. Dracula really does know exactly what they are doing.

Final Day - 31st December 1899



Annisette's House 1.20pm

After the funeral of Juliet, it's established the only way to set poor Juliet's soul free is to meet later that night and drive a stake through her heart. The idea is totally gruesome but it is agreed. Holmwood and Seward volunteer to stay with Annisette and protector her from Dracula.



Dictaphone allowing you to listen to the tube's message. On the message Alexander hears more nightmarish talk from the nutter Renfield about the rise of the Master of Darkness. At the end of the message Renfield repeats one phrase over and over again, "Life after Life". Are you starting to put two and two together yet?

Saucy Jack's 4.30pm

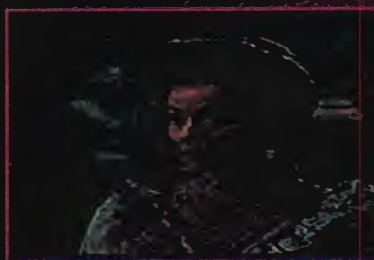
Return to find Devlin Goldache has just gone after drinking in the pub. Rebecca shows you some sort of map he had drawn on a piece



of paper. The drawings were of crosses on a page like a map of the Cemetery. Perhaps Goldacre is planning a farewell visit to his beloved Juliet.

Saucy Jack's 1.55pm

As you get in, Rebecca, the owner of the pub, will give you a note from Holmwood which says to meet him at his house at 9pm. Whatever you do, ignore this letter, it's Dracula's trap. Go straight around to Holmwood's house instead.

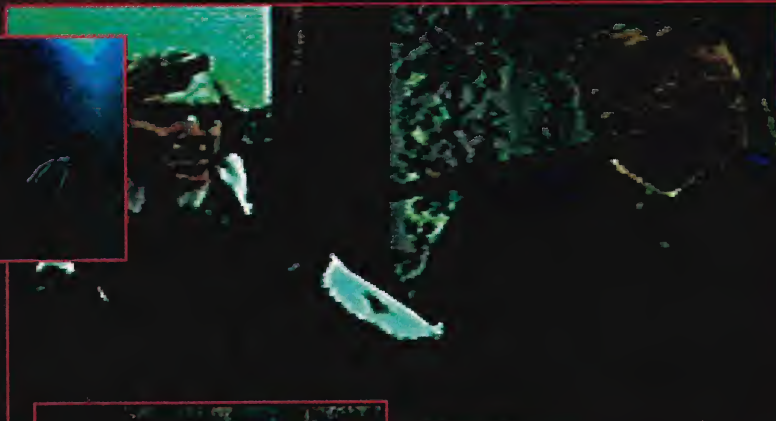


Holmwood's House 3.00pm

Arthur Holmwood will not be at home but Regina will enter into conversation with you about poor Juliet. The key words in the conversation to remember are "Life after Life".

Harker's office 3.55pm

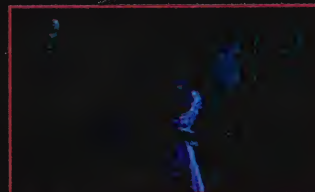
Now select the Dictaphone tube and enter Harker's office where you will find his



Annisette's House 9.10pm

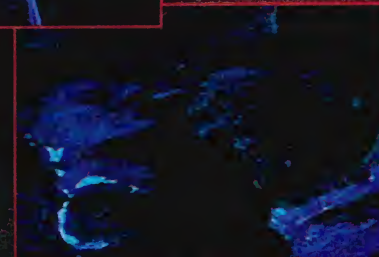
You return to see how she is. As you arrive you are greeted by the evil himself, Dracula. Van Helsing has been overcome and Dracula laughs at the group's feeble attempts to defeat him. Before he vanishes, he warns all that he will drink all of their blood and rule supreme as the new century dwells ever closer. A century of evil is upon us, unless he can be stopped.

here lover, Devlin, and will start to kiss him before sinking her long sharp fangs into his willing flesh. As this happens Van Helsing and the rest of the gang will arrive and start to drive Juliet away with crosses. Juliet will float back over to her coffin and transform into Mena. Harker and then Annisette Bowen to try to confuse the lynch mob. Van Helsing though can see through this evil trick and orders Alexander to place the Stake on Juliet's heart and strike it with the Mallet. The deed is over and Juliet's soul is saved while the bitten Devlin Goldache makes good his escape.



Holmwood's House 9.35pm

You return to Holmwood's house



Annisette's House 7.00pm

After the excitement of the close encounter of a Vamp kind, you must rush back across London to see how your beloved Annisette is keeping. When you and the rest of the gang arrive though, you will find Holmwood and Seward asleep and poor Annisette bitten. Alexander is getting very upset by now. He blames himself for Juliet's death and now his love has fallen foul of the dreaded Dracula.



Harker's House 7.55pm

Alexander goes to Mena for some comfort and to tell her what has happened to Annisette. She tells Alexander not to blame himself but to stop the evil in its tracks. Mena is still having strange feelings and visions about Dracula but as yet she still can't identify him.

to rally Arthur and Regina in a final attempt to defeat Dracula. When you arrive Regina stands still and alone in the darkened corridor. As Alexander goes up to her she crumbles away. Dracula must have slain her months ago and somehow used the Amulet to re-generate her. Perhaps you are beginning to guess who Dracula really is?



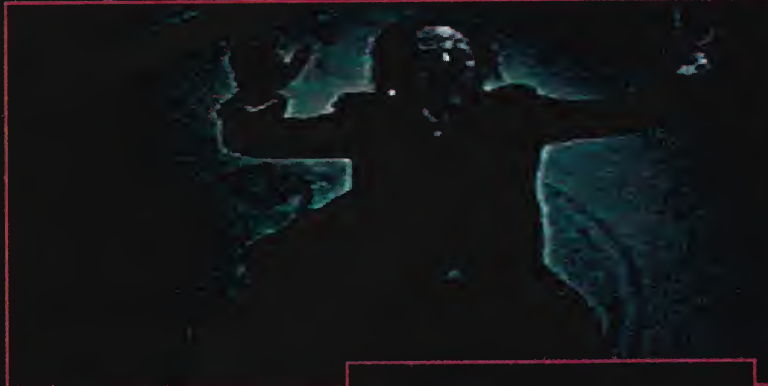
Harker's House 10.30pm

Now to Harker's house to see if Van Helsing is better. The old Vampire killer himself is very weak but can muster up enough breath to whisper one word. The old man must rest but manages to say the word "Holmwood" to Alexander.

Hades Club 12.10am

The only place where the final scene could take place is the Hades Club, the one thing that links all the clues together. Before you enter the club you should make quite sure your Holy Cross is at hand. Alexander will enter the club and go straight to the hidden panel he found out about earlier. Alex opens it up to find Annisette tied to a post in her night-gown and the mad Devlin Goldache waiting for an arrival. A struggle ensues and Devlin is tossed to the ground.

Alexander goes to release Annisette from the chains that bind her to the post but Devlin recovers to whack our hero on the head. Alexander is out for the count. Devlin



Alexander moves back he catches a curtain with his arm and the curtain falls down to reveal a large display of Crosses. These do have an effect on Dracula and they stop



Home 11.20pm

Return home to see if there are any final words of wisdom from Father Janos via another Telegram. Alexander finds that there are and Father Janos describes a ceremony at the Castle Dracula that brought him back to life. He must be destroyed because the corruption of an innocent soul will return his immortality. Hang on a minute, Annisette could well be that lost soul!



now hears the door of the Hades club bang and he is drawn to the sound in a trance. Meanwhile Alexander has recovered and can free Annisette. Then Devlin returns to the chamber and falls to the floor dead, with a knife in his back. Following him through the door comes Arthur Holmwood. Our old friend has saved us, thinks Annisette but Alexander knows differently. Going for the Holy Cross in his pocket, Alexander shouts "Get back, Dracula!"

This Cross though has absolutely no effect on Dracula. He is the Master of Evil, and one Holy Cross isn't going to stop him ruling the world. Alexander must think very quickly as Dracula is moving in for the kill. As

him advancing.

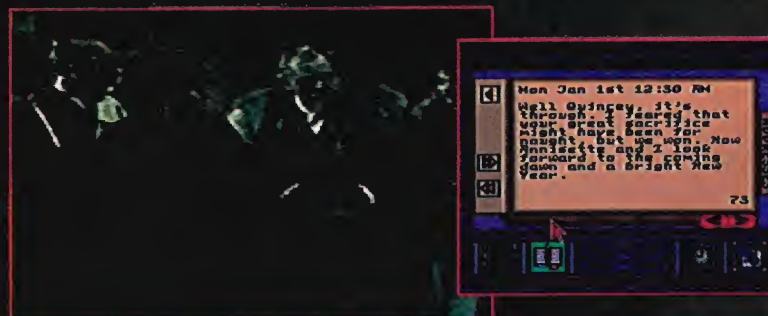
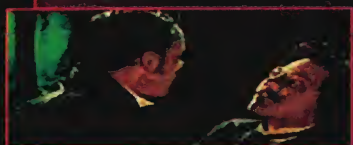
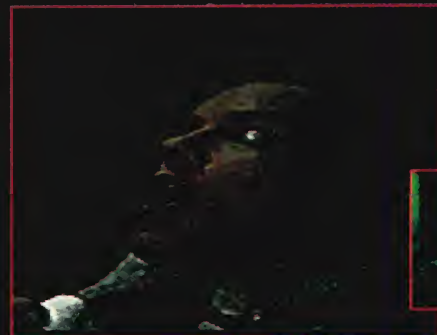
Alex pulls down another curtain and another to reveal more crosses. Now Dracula is getting worried and he is struggling to stay on his feet. As he does so he grabs hold of a rope which is hanging from the ceiling. The rope gives way and the large sharp ceiling beam comes crashing towards the ground. Alexander and Annisette have a split second to move out of the way before the beam comes flying through the air and into Dracula's chest, splitting him in two and ending his life force. Dracula is dead and the world is saved!

Epilogue

With the help of Van Helsing, who recovered from his encounter with Dracula, Annisette is treated successfully for her Vampire bite and most of the old friends are still standing after the difficult adventure. Alexander and Annisette can look forward to getting married, The Harker's can send for their son Quincey without fear and Van Helsing can look forward to a quite retirement. As the friends walk together they remember those who have died and thank the Lord they are still standing after Dracula had come back to life and been unleashed.

Annisette's House 11.40pm

Alexander takes a carriage to Annisette's house to find she has vanished from the house. Annisette is missing and Dracula is still on the loose.



SUMMARY

GAME NAME: Dracula Unleashed
TIME TO COMPLETE: 1 Week
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Hard

Mega-CD supplied by:
VIDEO GAME CENTRE,
Tel: (0202) 527 314

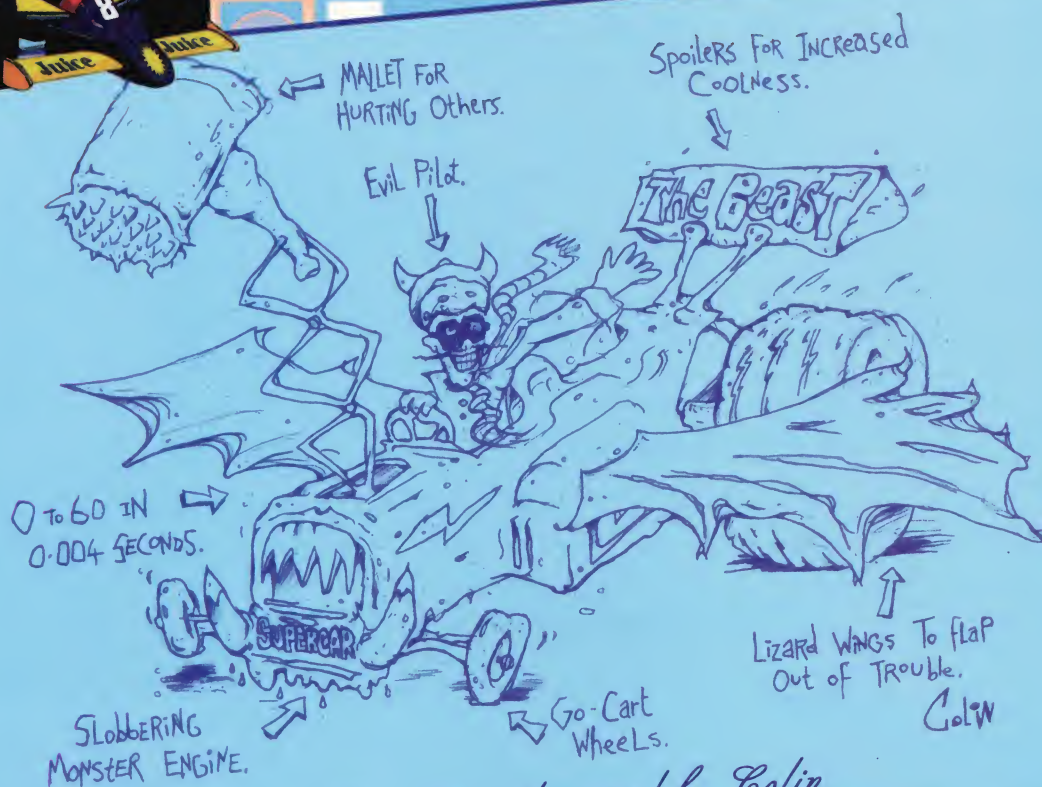
Micro Machines 2

DESIGNS ON PRIZES!

Design your very own Super Micro Machine!

In this bumper Christmas issue of SEGA XS, you'll have noticed we have covered three top Christmas releases from Codemasters. Now, to run along side our extensive coverage of Micro Machines II, SS Lucifer and Psycho Pinball, comes your chance to win these games, plus the other big Codemaster release Havoc.

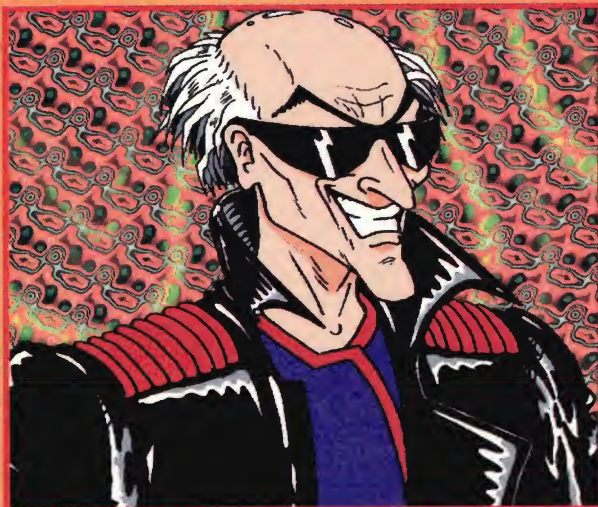
Get you pencils or crayons out and draw a Super Micro-Machine like the ones on this page, designed by the XS posse. Make your designs as outrageous, madcap and totally hatstand as possible! The wackiest racer, according to our panel of expert judges, will be deemed the outright winner. There will also be runners-up prizes for the 20 best runners-up.



'Super Car' designed by Colin

DOCTOR M.

“FROM
OUTER
SPACE,
HE’S ON
YOUR
CASE!”



Christmas... My favourite time of the year. Ah yes, I have had some very enjoyable Yuletide's lately, I remember, oh it must have been back in the 16th century when I used to edit the *Leper's Times*, I had a wonderful Christmas picking the weevils out of flapjacks and telling small children there's no such thing as Santa, so be off with you before I eat you for breakfast. Happy times indeed!

Anyway, there I go again, reminiscing about the dark old days again, when I'm really here to help with your insignificant little Sega related problems. If you have a problem, send it to me, **Dr M, SEGA XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.** The boys on the mag will send the post on to my secret laboratory. See you in the New Year, have a Happening Christmas one and all!

ALEX KIDD IN MIRACLE WORLD (MS)

How can I impress my son by getting past the final Level?
Anthony Low, Wallisdown.



Well Anthony, I can see by your letter this is more than just a game to you and your family, in fact your fatherly pride could be on the line! Well despair no longer Tone, here is how to wow the family the next time you play.

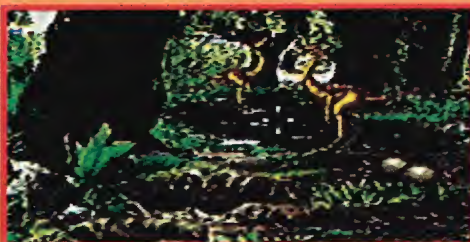
At the start of the level, fall into the water and go to the left side to kill the first two little fish. Kill the Merman and drop through the gap to enter a small room. Go up to the door and open it by using the moonlight and sun stone. Now go through to find some pink blocks.

These pink blocks need to be stepped on in this order; Sun, Waves, Moon, Star, Sun, Moon, Waves, Fish, Star and Fish. Before your very eyes a crown appears, but to get it you need to take a good run up to leap over the spikes. Once you have done that, sit back and revel in the your son's excitement as the elusive game over screens scroll into view.

JURASSIC PARK (CD)

Where can I find the Boltcutters?
Joe Scully, Port Vale.

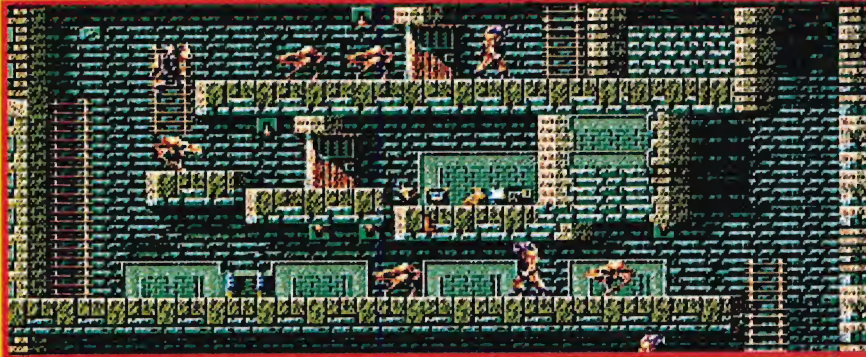
You must be very near to the end of the game young Joe and I assume you need the Boltcutters to complete your inventory list so you can then go on to face the vicious T-Rex. Go North to the site of the Dilophosaurus Eggs and look to the left to find a small green frog. Select your stun gun and shot the frog so he hops off down the river. Now travel across the shallow river by clicking in the direction he jumped. You're now able to reach a separate part of the river to find a sewer gate on your right. Look to the bottom of the gate to locate a big log and move the log aside to reveal the Boltcutters. Take the Boltcutters and open the Sewer grate with them. Now climb through the sewer grate to arrive in the location where you earlier found the Wrench.



GODS (MD)

Can you help me defeat the final Guardian?

Sean Hudson, Cardiff.



Of course I can Sean, even though it was many moons ago I defeated the Gods and laid claim to be the supreme ruler of the Universe. Although I soon became tired of that particular job and chose to spend the rest of my days working for the benefit of others within the hallowed pages of SEGA XS. I wonder if I made the right choice?

To defeat the boss leap up onto the middle platform and start shooting when the yellow Chinese Dragon comes towards you. It's a common mistake, when playing *Gods*, to think the Skull is the thing to shoot. This is a false assumption. In order to slay the Guardian you must first slay the Dragon. The Dragon will go underneath you and then right around you until it's back at the front. You must shoot as soon as it appears and keep on hitting it as it travels around you. If you constantly hit it on its route, you should find that it explodes right in front of you.

X-MEN (MD)

Are there any cheats for X-Men?

Rick Hunter, Selkirk.



There are a couple of cheats, which might make your gamesplaying life that little bit smoother young Ricky:

Cheat Mode City

When the screen shows "Press Start Button", hold A, C and Down on controller one and press Start. Now take out controller one and place it in port two, when the picture of Magneto appears. Now press Start and choose your difficulty level and your X-man. Play the game via port two and you will have infinite health and mutant powers.

Level Select

Put in the Cheat Mode City Cheat and then go to the top right danger room and smash the generator. In this room there are six tiles on the floor, each is a game level. To warp to each zone, stand on a different tile and press Down and C to warp.



SHINING FORCE (MD)

After reading your *Shining Force II* solution, I wondered if there were any cheats for the first *Shining Force* game?

Thomas Vincent, Berlin, Germany.



Well, a big hello to all our overseas readers and especially you Thomas. Thank you for your kind words about our *Shining Force II* solution and to answer your question there is a very good cheat for the original *Shining Force* to increase the party's levels, although it is very hard to activate. With the console Off, press up in direction and hold it, then press Start on player two's joypad and switch the console on. When the Sega Logo appears, hold down A and Start on player one's pad and A and C on player two's pad. Now begin any stage and when you use the forbidden box, all the party's levels rise to 19.



CYBORG JUSTICE (MD)

Are there any Action Replay codes to help me get through the game?
Nigel Davenport, Nottingham.



Did you know there was a footballer with the same name as you Nigel my boy? He played for Man United, Sunderland, Middlesborough and Nottingham Forest among others! Although I always used to say to Brian Clough he should never let you go. Sadly I think old big head had drunk one too many of my Deep Space Dive-bomber cocktails because he sold you the very next day. Isn't life strange.

Anyway here I am wittering on and you're probably someone completely different. However if you are the Nigel Davenport, whatever happened to you old chap? Please write in again and we can discuss your possible comeback in the SEGA XS five-a-side team.

Anyway Davva, there are some Action Replay codes for *Cyborg Justice* and here they are.

FFAF9E007F - Infinite Energy

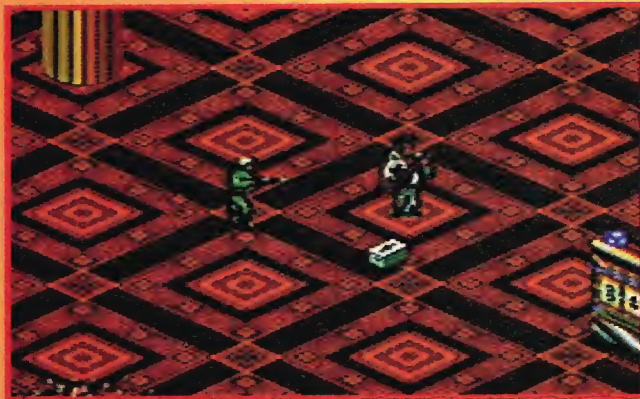
FFAF5A0002 - Infinite Lives

FFACE60003 - Infinite Continues



URBAN STRIKE (MD)

Are you sure about Elvis in the Casino Level?
Memet Zeppa, Highbury.



Now, now Memet, surely you are not questioning the XS collective and their gaming knowledge! I know the idea that you can find the late great Elvis Presley in an air combat game is somewhat hat stand, but in this case it's absolutely true. All you have to do in order to awaken the King is firstly get to the pen-ultimate level of the game named Casino. Here you can delight in this funny little game quirk by blasting the many slot machines in the area to gain extra weaponry.

If you blast the set of machines just to the North-east of the Cashier's Booth, Elvis Presley will appear, wearing his big, white, flared suit with the huge collars, and he will start to dance around while playing his guitar. Elvis the Pelvis lives!

If you're trying to find Elvis and can't, just keep blasting away at all the machines in the area and eventually you will come across him, in all his glory. It's worth waiting for I can assure you, although I must admit to having more fun in the seventies during my regular visits to Gracelands. Elv, as I called him, always used to love playing the ancient Zargonian game, developed in the Zepar Galaxy, I once explained to him at a cocktail party. It involved a toilet and plenty of intoxicating Zargonian pharmaceuticals, but perhaps that's another story.

BUBBLE BOBBLE (MS)

I just can not finish the game, can you give me a password to the final level?
Jill Walker, Liverpool.



Indeed I can Jill, here is a password to beat all other passwords. Simply enter it and you can travel to any of the 200 levels and

have all the game icons showing at all times. The password is

9S5CLNN3 and

now you have no excuse not to complete the game in double quick time.



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NEW BUSTERS

Well Christmas is nearly here, and all you game freaks must be hoping for some new games from Santa. With so many hot new titles hitting the shops, you're spoilt for choice. This month's New Busters has got some of the best tips and codes for the newest games on the market. If you get stuck on some of those Xmas presents, get stuck into the exciting pages of New Busters for sweet inspiration. And remember if you come across any tips or codes you think are worth sharing, then send them into **New Busters, SEGA XS, 124 Old Christchurch Rd, Bournemouth, BH1 1NF**. If we think your tips are good enough, you could be a winner of the rather excellent *Awesome SEGA Mega Drive Secrets* book!

THE INCREDIBLE HULK MEGA DRIVE



Chris Stephens from Watford wrote and informed us that when he got stuck on this game it used to make him so mad, his body would mysteriously expand, leaving his clothes in shreds. If you live in the Watford area and you have had your washing stolen from your line, Mr

Stephens could well have been responsible.

That is until he discovered this handy level skip cheat. **Start the game as normal and pause whenever you like. Press Up, Right, Down, Left (rotate the D-Pad round in a clockwise circle). Now unpause the game and lose all your lives. When you go back to start the game, you will notice that after the end of the intro screen, a black screen suddenly appears which contains a handy level skip.**

The only thing that worries me, is that the crime squad have informed us it was woman's clothing which vanished. I suppose, if it was dark, mistakes can easily happen!



AWESOME WINNER!

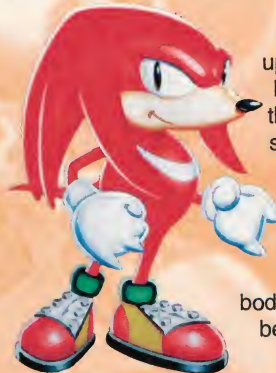


AWESOME WINNER!

This has got to be one of the biggest games on the Mega Drive. With the option to plug existing Sonic carts into this new one, there's enough to keep any die hard games fan busy for a while. It certainly looks that way for Gordan and Emily Brants of Staines in Middlesex, who has discovered that you can plug Sonic The Hedgehog 1 into *Sonic and Knuckles*. **When you plug the two together you will get a screen come up with Sonic, Knuckles, Tails and Dr. Robotnik, all telling you "No Way". At this point if you press A, B and C down at the same time on control pad one, the screen will now say "Get Blue Spheres". You will now have the following options of Start, Level and Code. From here you can now play as Sonic or Knuckles by changing the colour of the stars from blue to red, (press buttons A, B or C to do this). You can change the codes to access different levels of the special stage, when you are ready, press start to begin the level. Our friends from Middlesex also sent us this list of codes for the first fourteen levels.**

Level 1 3659 8960 3263
Level 3 3610 2354 7327
Level 5 3737 7423 1487
Level 7 3698 8191 7375
Level 9 3482 7286 3167
Level 11 3454 5429 0879
Level 13 3582 0497 5039

Level 2 2965 3192 9023
Level 4 2921 0274 3999
Level 6 3053 9029 9071
Level 8 3009 6111 4047
Level 10 2809 6267 2575
Level 12 2765 3348 7551
Level 14 2898 2104 2623



Thanks guys, keep up the work. We have been informed by the guys at Sega that some of them are up to level 850! (yes, you did read it right, 850), and are still going strong. Is there anybody out there that can beat that!



SONIC AND KNUCKLES MEGA DRIVE

Micro MACHINES

MASTER SYSTEM

We've had all sorts of tips and codes for this brilliant race game, but none have been for the Master System. That is until now, because Jenny Rowan from Compton in Wolverhampton has been glued to the game in an attempt to bring us the following tips and cheats.

1. Win Every Race.

On the first Breakfast Table circuit, turn round and do a lap the wrong way round. Now you'll automatically win every race, even if you don't finish first.

2. 5 Lives.

Fall off the bottom right hand corner of the Breakfast Table circuit to notch up five lives.

3. Slow Other Drivers.

To slow the other drivers down, Reverse off the top right hand corner of the Breakfast Table Circuit.

4. Better Grip.

Press up and Buttons 1 and 2 in the milk on the same circuit as before, for better grip.

5. Extra Speed.

Just as you're about to win the qualifying race, reverse over the finishing line. This will increase your speed in the subsequent races.

6. Track Select.

On the intro screen press Up, 2, Down, 2, 2, Left, 2, 2 then 2.

7. Harder Game.

Wait until you see the intro screen, then press Up, Down, Left, Right, Left, 2 then up.

8. Rock Hard Game.

Press Up, Down, Left, Right, Left, 2, Up, Up, 2, then Up on the intro screen.



PETE SAMPRAS TENNIS

MEGA DRIVE

JUNGLE BOOK

MEGA DRIVE

Our friend Jenny from

Wolverhampton, has also sent in this level select cheat for the stunningly graphic game Jungle Book.

Jenny has informed us that if you wait till the Disney logo fades from the screen, then



CASTLEVANIA BLOODLINES

MEGA DRIVE

This letter was sent in by Simon Goram. He told us he's totally addicted to this Gothic horror game and, in his quest, he has managed to find this Extra Lives and Extra Level cheat.

Enter into the options screen and set the options to the following. BMG setting to Five, and the Sound FX to 73. Now wait until the title screen appears and when it does press Start. Now press

Up, Up, Down, Down, Left, Right, Left, Right, B and then A.

You will now hear a chime, and, when you return to the options screen, you can select nine lives and also an expert level that's really tough.

Fangs for that tip Simon, but no I don't find the daylight too bright! I suggest you buy a pair of sunglasses in future.

press Up, Down, Up, Down, Left, Right, and Start. A level select should now appear.

Didn't she do well. Thanks for all those tips, it certainly sounds like you're keeping busy!



BATTLECORPS

MEGA CD



Our next letter, from Gary Rothwell of Bear Cross right here in sunny Bourmemouth, congratulated us on an excellent magazine. He admits to being a big fan since ISSUE #1. There's devotion for you! Anyway Gary has informed us of a level select for this brilliant MEGA-CD game.

First go to the "Practice Mode" and press pause. Then enter B, A, B, A, Right, A, C, Up, and Start. The screen will flash to indicate this little sequence has actually worked. Then a little map should appear back on the character select screen. Use this map to select a level.

Thanks for that Gary. You'll want to keep up your collection of SEGA XS when you hear what's coming over the next few months I can assure you.

Samantha Newham, from Hamilton in Scotland, sent in a cheat for this brilliant tennis game from our friends at Codemasters.

In the human Vs human mode, get one player to play as Mr. Sampras. When it is your serve (not Pete's), use button A. As soon as you have served press diagonally Down and Right on the pad and Start all at the same time.

This will make Pete storm over to the umpire and argue with him.

Samantha also tells us she prefers Andre Aggassi and thinks he's well sexy — ooh I say, that's a bit steamy.

NEW CODES CORNER!

Remember to keep those codes coming in. With so many new games arriving on the scene, we're expecting a flood of letters from you Game Busters out there. If we think they are any good, you could find yourself the proud owner of an Awesome SEGA Mega Drive Secrets III book! This month we've found some codes of our own.

MEGA DRIVE

MORTAL KOMBAT II

FFB6230078 Unlimited energy for player one.

FFB7130078 Unlimited energy for player two.

FFF4570015 Unlimited energy.

FFAB960099 Infinite time.

FFAAC1000X Background select (replace X).

FFAABF000X Stage select (replace X).

FFEEA40099 Player one has 99 wins.

FFEEA60099 Player two has 99 wins.

FFF0250011 Displays fatality message every time.

All of these codes are for the Action Replay II only. You guys with a Game Genie out there, get sending those codes in now!



MERRY MANGA MAYHEM!

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 B: Cyber City OEDO 808 File 2
 C: Richie Rich: The Gigolo Files
- Manga Films originate in which country?
 A: Japan
 B: Greenland
 C: Wales
- Which of the following is not a character in Cyber City OEDO 808?
 A: Sen
 B: Gogul
 C: Colin Nightingale

MANGA COMPETITION

1	A	<input type="checkbox"/>	2	A	<input type="checkbox"/>	3	A	<input type="checkbox"/>
	B	<input type="checkbox"/>		B	<input type="checkbox"/>		B	<input type="checkbox"/>
	C	<input type="checkbox"/>		C	<input type="checkbox"/>		C	<input type="checkbox"/>

Tick the appropriate boxes on this coupon and send it to
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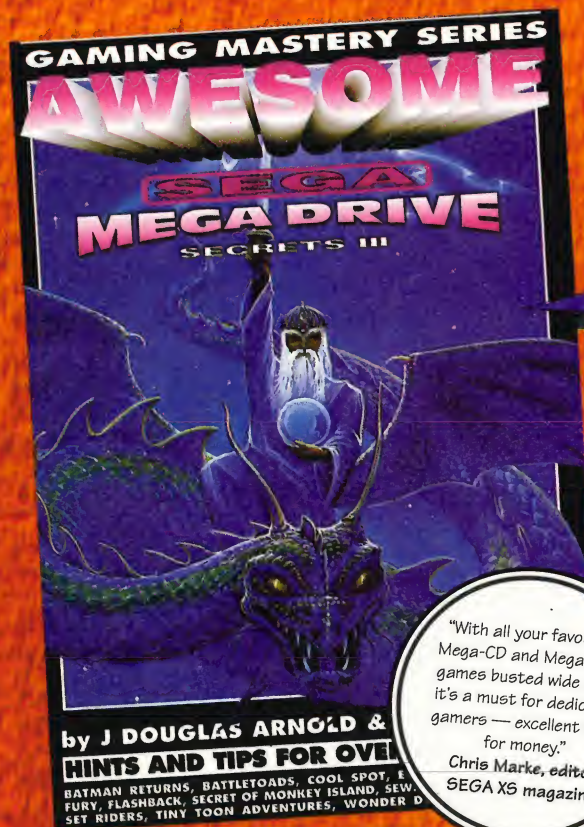
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ABRAHAMS

Easier Mode

During the demo, press B, B, C, B, C, C, C, B, C, B, B and C.

THE ADDAMS FAMILY

Level codes

Here are the level codes to help you out:

&1YK4
?1H1T
?&91Z
V&s1H
VDHK4
VLKKV

AFTERBURNER 2

Extra Continue

When the game over appears, press Left, Left, Left, B, B, B, C, C and C followed by Start.

Level Skip

When game over appears, hold down A, B, C and Start on joy pad two. Release and choose any level up to 20 as your starting stage.

Level select

Hold A, B and C and press Start on the title screen to get a level select. Use the joy pad to select a level and then press Start to play.

AIR DIVER

Invulnerability

Go to the map screen and put the cursor where there are no enemies. Hold Start and press A, B, C, B, A, A, B, C, B, A and B. Hold Start until the game begins to be invincible.

AISLE LORD

Avoid combats

Choose the "Configuration" mode from the title screen and set the cursor on "SE NO", then press the following sequence: A, B, C, C, B, A, B, A, C, A, C, B, A, the screen will flash if you succeed, now select "Initial Start" and you will not have to fight any combats!

ALADDIN

Level Skip

Play the game normally, Pause and press A, B, B, A, A, B, B and A.

Extra Life

When you get to the desert, go and kill the first snake. Go right back and there will be an extra life.

Mickey Mouse Ears

On the Desert, stand near the washing line, so that when Aladdin moves his head you will see him wearing Mickey Mouse ears! An extra life is now yours!

Secret Option Screen

On the title screen, hit A and press B, B, B, B, C, C, C and C.

ALESTE

Level select

From the title screen, reset the machine ten times. Hold the Left and Down diagonal while entering the option mode. You'll discover a level select.

Extra continues

Pause the game and press Up, Up, Up, Down, Down, Left, Left, Left, Right, Right, C, C, B, A and finally Start for 20 contin-

ues.

ALEX KIDD IN THE ENCHANTED CASTLE

Scissors, paper, stone skip

To continue the game without having to play scissors, paper, stone, go to any boss. As soon as the polite chit chat is out of the way press Start to get the item select screen. Press Start again to proceed.

Final Screen Solution

Walk in the following order: Sun, wriggly lines, moon, star, sun, moon, wriggly lines, fish, star, fish, crown.

ALIEN 3

Level select

Plug two controllers into the Mega Drive and go to the options screen. Press C, Up, Right, Down, Left, A, Right and Down on the second pad and you will hear the power-up noise. Start the game and pause the game. Now on pad one, press C, A and B to warp to the next level.

ALIEN STORM

Choose Scooter. When your life gets to zero, self destruct. In this way you can carry on without dying.

ALISIA DRAGON

Level select

Hold down A after the Sega logo has disappeared and then press B until Gainax is whisked away. Now hold down C and press Start when you see the stars come out. If the cheat is active you will hear a chime. Now during the game, press C to skip the levels and B and Up to increase your hit points to maximum.

ALTERED BEAST

Character select

Get to the title screen and hold the Left and Down diagonal, A, B, C and Start to be able to select the character (that is,

wolf, bear, tiger and so on) you play.

Infinite continues

Press Start and A on the title screen to continue from where you left off in the previous game.

Extra options screen

Press Start and B on the title screen for more options.

ANOTHER WORLD

Level Codes

Level 2 – HTDC
Level 3 – CLLD
Level 4 – LBKG
Level 5 – XDDJ
Level 6 – FXLC
Level 7 – KLFB
Level 8 – BFLX
Level 9 – BRTD
Level 10 – TFBB
Level 11 – TXHF
Level 12 – CKJL
Level 13 – LFCK

ARCH RIVALS

Easy Scoring

Choose Vinnie as he is fast and tough. Start with the ball, pass to your teammate, run straight up the court and press the pass-back button. Run into the corner and shoot, and you will nearly always score a three-pointer!

ARCUS ODYSSEY

To get double the number of items, start a two-player game and kill one off immediately!

Password skip

Enter the password EEEEEEEEEEE to start on level five with six reverse dolls.

ARROW FLASH

Better flash

Set the arrow flash to charge and then watch the demo. If the arrow flashes, you should have a longer lasting arrow flash.

AYRTON SENNA'S SNIP 2

On the password input screen type in either **SENNIA** or **CHAMPION** to see the end of the game.

BACK TO THE FUTURE 3

Stage select

Pause the game and hold down A and press Up, Down, Left and Right to go forward a level.

BARRACUDA

Added time

B, A, Right, Right, A, C, Up, Down and A.

This sets the energy to six (only three bars will be displayed) and adds 30 to the time.

BART VS THE SPACE MUTANTS

Avoid Skateboard Section

If you want to avoid the entire skateboard section in the first level, buy a key from the right of the phone box, you will be transported to the OAPs home.

BATMAN: REVENGE OF THE JOKER

Passwords

Stage 1-1	-	1100
Stage 1-2	-	1200
Guardian	-	1300
Stage 2-1	-	2100
Stage 2-2	-	2200
Stage 3-1	-	3100
Stage 3-2	-	3200
Guardian	-	3300
Stage 4-1	-	4100
Stage 4-2	-	4200
Guardian	-	4300
Stage 5-1	-	5100
Stage 5-2	-	5200
Stage 6-1	-	6100
Stage 6-2	-	6200
Guardian	-	6300
Stage 7-1	-	7100
Guardian	-	7200

Invincibility

Pause the game and press B and Start. The enemy in front can't hurt you any more!

BATTLEMANIA

Strange Scene

When the Sega logo appears, keep pressing start on player two's joystick and something strange will happen.

BATTLETOADS

Hidden warp

At the start of the first level, go to the two pigs and headbutt them. Then jump onto the grassy platform on the right. A warphole should appear and if you go into it and you'll be transported to level three.

BLADES OF VENGEANCE

Hidden door

This cheat will allow you to progress to any level in the game. At the last door on level 1, do a Super Jump at the left edge of the door. You'll end up on a hidden pixel! Now jump right and continue jumping straight up about three times to find the hidden door. Use this hidden door to access any level and collect special items.

BOB

Passwords.

1. 171058
2. 950745
3. 472149
4. 672451
5. 272578
6. 652074

7. 265648
8. 462893
9. 583172
10. 743690
11. 103928
12. 144895
13. 775092
14. 481376

BUSBY THE BOBCAT

Passwords

- Level 1 - JSSCTS
- Level 2 - CKBGMM
- Level 3 - SCTWMN
- Level 4 - MKBRLN
- Level 5 - LBLNRD
- Level 6 - JMDKRR
- Level 7 - STGRTN
- Level 8 - SBBSHC
- Level 9 - DBKRRB
- Level 10 - MSFCTS
- Level 11 - KMGRBS
- Level 12 - SLJMBG
- Level 13 - TGRTVN
- Level 14 - CCLDSL
- Level 15 - BTCLMB

Extra level

At the options screen, input this for an extra level: STCJDH

BURNING FORCE

Extra lives

Wait until the title screen appears and then press the buttons B, A, B, A, A, C, A, A and finally Start in sequence to gain a most useful ten extra lives.

BUSBY

Level Codes

- Level 2 - MKBRUN
- Level 3 - STGRTN
- Level 4 - MSFCTS

CALIFORNIA GAMES

Easy High Scores

On the title screen, reset the game and you should hear a 'Dong' sound. Do this four times and then view the high scores. You should now find that all the names have been wiped, giving you no troubles at all about getting your name up there!

CENTURION: DEFENDER OF ROME

Password

Just type in the following code to own the world:

QDUA YQ25 5555
55NK VKXW IPJI

CHAKAN

Game warp

Go to the practice mode, jump to the platform above the air portal and then go right onto a small platform. Press Start and choose the passage Alchemy. Return Chakan to the Navigation level and you will see that the first 12 terrestrial planes have been completed.

Potions

- 1 green, 1 clear - Invincibility
- 2 clear - Swap hour glass
- 1 red, 1 clear - Restart point
- 2 blues - Makes you invisible
- 1 blue, 1 green - Slow enemies
- 1 green, 1 red - Fire bombs
- 1 red, 1 clear - Fire sword
- 2 green - Air sword
- 2 red - Fire sword
- 1 blue, 1 clear - Jumping boots
- 1 blue, 1 red - Earth sword

CHUCK ROCK

Level select

On the title screen, press A, B, Right, A, C, A, Down, A, B, Right and A. The guitarist will stop playing and smile at you. Now press A, B and C together, he'll smile again to show that the cheat's

worked. Start playing the game and use the following combinations to access the other levels.

- A and Up - Go forward one level.
- A and Right - Go forward one stage.
- A and Down - Go back one level.
- A and Left - Go back one stage.

COOL SPOT

Level select, infinite time, infinite health

Pause the game and type in A, B, C, B, A, C, A, B, C, B, A, C, then unpause it. You will now have full health, lives, time and skip to the next level.

COSMIC SPACENAD

View Game

After selecting English language, press A, B, C, A, B, C and Start for a full viewing of the game.

CRABBALLAD

Level select

C, Right, A, B, B, A, Left, Left, A, and Down

Activates the level select. On releasing the START button the first two digits can be set to the World and Level numbers. Press A + B + C while paused to return to the title page and the game will start on the requested level.

CRUE BALL

Level Select

Listen to level six on the sound test, then press A, C, A and B followed by Start. You may now advance levels by pressing B and Up once the game has begun.

CURSE

Configuration mode

Reset the game, hold A and press Start.

CYBORG JUSTICE

Cheat Mode

To obtain a secret options screen, pause during a duel or arcade game and press C, B, B, C, C, A, C and B.

DANGEROUS SEED

Extra credits

Start the game and then from the opening demo press the joystick sequence Left, Left, Left, Up, Down, Right, Left and Right for 99 credits.

Expert Mode

On the demo press up, down, left, left, right, right, up and down to get onto Expert Mode where enemies move faster and their bullets are bigger. When activated, you should hear a tinkle and the title will turn blue.

DARIUS 2

Invulnerability

To be invulnerable to hits press A, B, A, C, B, C, C, B, C, A, B, A on the title screen. No hit should appear onscreen and you'll be able to start the game as usual.

Zone select

Press C, A, C, B, C, A, B, A, B, C, A, C while you're on the title screen to get a zone select.

DEADLY MOVES

Passwords

To have maximum power against Ranker, enter this: MPV XRPO JM7.

DESERT STNKE

Level Codes

- Level 2 - BQJRAEF
- Level 3 - TLJKOAP
- Level 4 - WTEOUJP

Ten lives

Enter this code for ten extra lives:

BQQQAEZ

DEVIL CRASH

Extra Balls

Password

DEVIL CRASH

TECHN OSOFT

09563 35555

TF2hz TF3EM

LUCKY LUCKY

Score Ball

- 390,0007
- 2,000,00010
- 555,50033
- 464,90010
- 77,7007

When you think that the ball is going out, press A and display password, then start the game. The game starts with the ball in your possession.

End sequence

Enter the following code to do battle with the end-of-game demon:

ALCLAE8ECK

DEVILISH

99 Balls

During the title screen, hold down buttons A, C and Left on the control pad.

DINOLAND

Test card

When the "Wolf Team" logo appears, hold down A, B, C and press Start. A test pattern will now appear.

DJ BOY

Demo play

After play, your actions will be repeated in the demo.

Bonus items

On level three, hit the third barrel to reveal lots of coins and other items.

DRAGONS FURY

Start with 10 Balls

Enter the password Tech-nosoft

DYNAMITE DUKE

Hidden Options Screen

Press C ten times before pressing Start

DUNE II: BATTLE FOR ARRAXIS

Passwords

House Atreides

- 1) DIPLOMATIC
- 2) SPICEDANCE
- 3) ETERNALSUN
- 4) DEFTHUNTER
- 5) ASHLIKENNY
- 6) SONICBLAST
- 7) DUNERUNNER

House Harkonnen

- 1) DEMOLITION
- 2) SPICESATYR
- 3) BURNINGSUN
- 4) DARKHUNTER
- 5) EVILMENTAT
- 6) ITSJOEBWAN
- 7) DEVASTATOR
- 8) DEATHRUNER

House Ordos

- 1) DOMINATION
- 2) SPICESABRE
- 3) ARRAKISSUN
- 4) COLDHUNTER
- 5) WILYMENTAT
- 6) SLYMELANIE
- 7) STEALTHWAR
- 8) POWERCRUSH

EA HOCKEY

Best shots

Slap shots are best played from the blue line. Take time with your passes and move in close to goal, skate from side to side across the goal mouth and when you see an opening tap C. This tactic, if performed properly, will cause the goalie to move out of the goal.

Password codes

D7K76Y43HYMPTSW4
D7SDPH67BFGZVJDC
D7YJYVYGD72VMLL2
D76YDLPPJ398NMHZ

ECCO THE DOLPHIN

Blue Whale Control

Press Up, A, Down, Left, B, Left, C, C and then Down when you swim Ecco next to the Blue Whale on level 10. Once this is done, you can control him. It takes practise.

Invincibility

When you get to the screen explaining the next level, press and hold A and Start. The game will pause but if you unpaue it, there will be no music and you will be invincible.

Code

Enter **SHARKFIN** and press Start. Your sonar will now kill jellyfish and you will not need to go up for air.

Level select

Go to the password screen and enter **PLEASE** followed by any of these letters.

Ice Zone	-	EE
Island Zone	-	FF
Pterandon Pond	-	GG
City of Forever	-	HH
Under Caves	-	II
Deep City	-	KK
Last Fight	-	OO
Origin Beach	-	QQ
Marble Sea	-	UU
Open Ocean	-	WW
Ridge Water	-	ZZ

Infinite lives

Enter the following code: **NIHPLODS** (sdolphin backwards).

Passwords

Undercaves	-	WEFID-
NMP	-	
Vents	-	
ZYUELFMB	-	
Ridge Water	-	
NRAVEEIP	-	
Lagoon	-	NGB-
BLFBM	-	
Ocean	-	YWGT-
TJNI	-	
Hard Water	-	
RGQRHEIX	-	
Cold Water	-	
UVJUBUKX	-	
Island Zone	-	LYTIO-
QLZ	-	
Deep Water	-	
SJVLJTJNW	-	
Marble Sea	-	FZT-
PVJND	-	
The Library	-	GYZM-
BUKU	-	
Deep City	-	FAZXI-
FLZ	-	
Jurassic beach	-	
ZAQBUNLG	-	
Pterodactyl Pond	-	LLH-
FUNLA	-	
Origin Beach	-	MPA-
JUNLC	-	
Trilobite Circle	-	FEU-
MUNLH	-	
Dark Water	-	CRN-
QUNLO	-	
Last Battle	-	KQC-
NLMIX	-	

EL VIENTOS

Level Select

During the game press pause, then press

Up, Left, Right, Down, and B, you will now progress to the next stage.

Multi Magic

Similarly, after pausing, press Up, Left, Right, Down and C. You should have acquired a spell, repeat four times to gain all four spells.

ESWAT

Level select

Finish the game and when back on the title screen, press the Right and Down diagonal and A, B and C simultaneously while pressing Start. You will get a level select.

Extra energy

When your life bar only has one remaining unit and you're hit again, hit the fire button. You will still be alive - with no energy though - and will most definitely die when hit again.

EVANDER HOLYFIELD'S BOXING

Defeat Evander

To defeat the almighty Heavyweight champ himself, all you have to do is stay close to him and keep alternating between left and right hooks, this process will cause Evander to sustain a cut above the eye and a broken nose, and will result in the fight being stopped due to a technical Knock-out. By repeating this process you will also win each round on points.

Green madman

Choose the new career option and call your boxer **The Beast**. You will now have an incredible hulk fighter with the best possible statistics.

EX-MUTANTS

Cheats Screen

Enter the options screen and set the music to 05 and the FX to 21. Go to exit and hold down A, B and C, then press Start.

F1 CIRCUS

Weather Setting

You can easily clear every stage of training mode by flicking into reverse gear and going round the circuit in the wrong direction.

Weather control

When setting the course, hold down Start and Down and press A for a cloudy day. Hold down Start, Up and press A for sunshine.

View ending

From the game mode select screen, choose World Championship. After you've entered your name correctly, press the Up and Left diagonal, B and Start. You will now be taken to the closing credits of the game.

F-22 INTERCEPTOR

Level Codes

USA Campaign	-	OHG) 1)
Korean Campaign	-	7DGOO2
Iraqi Campaign	-	K10BOU
USSR Campaign	-	F22F22
Aces Campaign	-	M10106

FABRY TALE ADVENTURE

End game sequence

Enter the following password to see the end of this massive adventure game:
7R2KUL6RSZXSK6NHGS
DCB720663RI2HO785P

FANTASIA

Increase lives

There's plenty of opportunity to increase your lives and magic on the water stage. Get to the point where the platforms take

you in an upwards direction. Jump to the top one and get the extra life located there. Now get to the point in the level where the magic book is located. Pick it up and keep moving right to the site with the treasure chest. Enter the chest and you will be miraculously transported back to the platforms. Just continue picking up the extra life until you think you've got enough or are absolutely bored with the procedure.

Bonus items

When starting stage one, go down a flight of stairs and shoot at two small enemies. Two brooms will appear from the right, take them along to the left and shoot the first one, then loads of items will appear on the stairs.

FASTEST ONE

Invincible tyres

Enter your name as **HAPPY NEW YEAR** in World Championship mode to get invincible tyres.

Viewing mode

Choose test mode and on the team select screen hold down Right, B and Start.

FATAL FURY

Controlling Geese

To play as Geese, hold down the direction pad in left when you select your playing mode.

Infinite continues

When you have lost a game and the continue screen appears, hold Up and press A, B and C simultaneously. Now let go of the buttons and press them all once more. Your credits will now go up by one each time you do this.

Different Ending

After beating Geese Howard without using a continue, keep a throw button held for a different ending.

FENIX

Extra credits

Start the game as usual and when Chapter 1: Devil in Diros appears onscreen, enter the sequence C, A, B, A, C, A, B, A for a very handy extra nine credits.

FIFA SOCCER

Tournament passwords

Quarters - Arg Vs Can F74YBB79PT
Semi's - Arg Vs Aus F74YBB591D4
Final - Arg Vs Eng
F74YBB85P1P9

League Password

To win 13 out of 13 with EA Allstars -
QP5CW4J1PY1MR
Play offs
Final with EA Allstars - **X8XZW4TR1PH**

FIGHTING MASTERS

Same players

Select two players from the title screen. When selecting the first player, put your cursor over your favourite monster and press Up and A simultaneously. The same monster will now come up on player two in a different colour.

Championship edition

On two player character selection, press Up and A simultaneously to change the colour of your monster.

FIRE MUSTANG

Extra life

For an extra life, hold Left and C and press Start from the title screen.

Power-up

From the title screen hold Right and A and press Start to begin the game with full power-ups.

FREE SHARK

Full power-ups

Finish the game once and you'll have full power-ups the second time.

Level select

Go to the explanation of level screen (after the title screen) and then press A, C, Up and Start to enter the round number.

FLASHBACK

Codes

Easy	Normal	Expert
1 PIXEL	1 FALCON	1 CLIO
2 BETSY	2 DATA	2 ACRTC
3 PANCHO	3 MILORD	3 BLOB
4 STUDIO	4 QUICKY	4 STUN
5 TOHO	5 BIJOU	5 MIMOLO
6 AKANE	6 BUBBLE	6 HECTOR
7 INCBIN	7 CLIP	7 KALIMA

Last code is **CYGNUS**.

To get through closed doors, pillars and walls, stand right up against them (but facing in the opposite direction). Now press A and forward to run from the door, then as soon as you start to move, take your finger off the A button and turn back to face the obstacle and press A again. Now will now be pushed through the wall/pillar/door but you must remember to keep the button pressed until you are all the way through or you will be stuck.

Make Enemies Disappear

Enter **PIXEX** on the Password Screen.

PLINTSTONES

Level Skip

On the title screen, hold A, B, C and Left together, let go and press Start. Now push a direction to skip levels.

FORGOTTEN WORLDS

Infinite continues

To get infinite continues just play in two-player mode and when one player dies, hit Start several times in rapid succession. It's really that easy.

RAIN GROUND

Level select

Go to the option screen and press the controller sequence A, C, B and C to make a level select option appear in the menu.

GAIARES

Invincibility

Pause the game and then hold Left, A and C. The screen will pause for a second. Continue the game and you will be invincible.

Level select

Hold A, B, C and press Start. Set sound test to 18 and hold A on the second controller to get a level select option.

SALAHAD

Infinite lives

Type in the code **LTUS**, then press A, B, C and Start to skip the levels.

Passwords

Level 2: **ZXSP**

Level 3: **LUFT**

SAINTLET 4

Loads of Health

Enter this code to give you a much healthier character than you could ever hope for:

5:8TPYC76XAO:5LJL3D846TEO63COA

Passwords

From the options screen select Quest

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Mode and then the Continue option to allow you to enter these passwords. Ensure you select the correct character before entering the data.

Thor The Warrior

YLOG: J4E97 X-TE8
68X0P W09+W 3+CX1

This will give you over 20,000 units of health, loads of items and access to the castle.

Thor The Warrior

Y6TDR 7G0RL 94TE9
47CD5 A4X6R 3+CLP

This will let players tackle the towers and the tower dragons with enough health to win.

Questor The Elf

9FYWR MP7:9 90JU-
XP+5X +KDP= -C3RH

This will give the Elf a lot of extra power.

Thyra The Valkyrie

:ECTM L-FU9 F9994
=135G -8+0T X4M:Y

This will give Thyra many different strengths.

GHOSTBUSTERS

Invincibility

You're invincible if you're on the stairs.

Boss beating

Stay in the right corner and shoot bubbles to kill the boss on level two.

GHOULS 'N' GHOSTS

Invincibility

Go to the option screen four times. Then, from the title screen, press A four times, Up twice, Left, Right, Left and finally Right once again. Then, hold down button B and press Start to become invincible, invulnerable and in complete control of the situation.

Start Game at the Final Boss

On the title screen, press A 16 times, Up, Down, Left, Right and then wait for a chime. You should now press Down, Right, A and Start together.

GLOBAL GLADIATORS

Extra lives

Pause the game and press A, A, A, B, B, B, C, C, C, B and A, then unpause it. If a voice calls out "You cheater", repeat until you get all the lives you need.

Level skip

Pause the game and press B, C, B, A, B, B, C, B, A and B. Unpause the game and it automatically goes to the end of the level.

Infinite lives

When the Virgin logo appears, press A, B, C, B, A, C, A, B, C, B, A, C.

GOOS

Invincibility

Type in MESIENTOTANFEL12 on the password screen to activate the cheat mode. You are now invincible in your quest for immortality.

GOLDEN AXE

Level select

On the player select screen, hold the Right and Down diagonal, B and Start simultaneously to get a level select.

Extra credits

Once again, from the player select screen push the Right and Down diagonal, A, C and Start simultaneously to gain nine credits.

GOLDEN AXE 2

200 Magic Units

Keep button A held down while fighting a guardian and, when he dies, let go and don't touch anything. You will then have 200 magic units.

Extra Credits

Get on the title screen and move to the

"Options". Press A, B and C simultaneously. Keep them held down and enter the options screen. Let go of A, but keep B and C pressed down. Move down to the "Exit" and press Start. Choose a one or two player game and then a normal game by pressing A. You will see your credits increase from three to eight.

Level Select

Get onto the title screen and move to the options. Press A, B and C simultaneously. Keep them held down and go to the options screen. Let go of C, but keep A and B pressed. Move down to the exit and then select your player. A level select will appear.

GOLDEN AXE 3

Level Select

Press A, A, A, A, Start, C, C, C, C, C, and C at the first Character select screen quickly.

GRANADA

Unstable character

Once you've completed the game, wait until the music ends and press A. Your character will fall over. Weird.

GRANDSLAM TENNIS '92

Hidden options

During the password screen, enter CONFIG and fill the remaining spaces with full stops. You will now go to a hidden options screen where you can alter the level of play, sound test etc.

Different Set of Players

Enter GRAND.SLAM with the full-stop in the middle and filling in the rest of the spaces with full-stops to get better players.

New Player

Entering this password gives you a new player called Mickey D:

GCA IVE MKQ NGC QFT
FIQ AAA AAA AAA AAA
AAB KVK VKV AAA AAB

GREENDOGS

Rapid Fire Discs

Press Start, C, A, B, A, L and L.

GYNOUS

Easier Mode

Go to the Game level on the options screen and press A, B, C and Start.

Level select

On the options screen, put the cursor on the control menu option and hold A, B and C simultaneously for around ten seconds to get a handy level select.

Infinite credits

When the game over message appears, hold Left, A and C and press Start to prevent your credits decreasing.

HARD DRIVIN'

Practice level cars

Play a normal game and then enter practice mode. Cars will miraculously appear on the track.

HELLFIRE

Extra continues

Select hard on the options screen then go to the sound select and listen to any tune for over 70 seconds. The game should start and "YEAH RIGHT" will appear where it should say "Difficulty Setting". This will inform you that the cheat mode has been activated and you have 99 continues.

HERZOG ZWEI

Passwords

5 Wins - GGGKHAGOKLO
12 Wins - BPHOHACAGML
19 Wins - NPLFOFACAGKP
22 Wins - IMLPFEGEMLC
25 Wins - JAJJBPDNMC

28 Wins - LILOPBDPIKJ

31 Wins - JIJOMGJAOKL

Password buster

Try any of these passwords to get further in the game:

JLJOIGJBOKO

LHJKNAPAMA

JLJOIGLAOKN - last level

HUMANS

Unlimited tribe members

Rescue the extra man, press Pause and restart the level.

Passwords

Level 60	-	YNTBXYJYNWLK
Level 61	-	FQXKPTYLQJZM
Level 62	-	TZYNBQBSFZM
Level 63	-	BSHJMTMFCFS
Level 64	-	LTLJQVMRYZLM
Level 65	-	NCHQVFXQFQZH
Level 66	-	MFGLVYVGRQVZP
Level 67	-	QTSDFMBYTMJJ
Level 68	-	CLYBHVQNGBYN
Level 69	-	ZWKGZQRGLPPN
Level 70	-	VWPKNRSXXYTR
Level 71	-	NCHMNXGHZGLS
Level 72	-	TWJZBHKTMHCP
Level 73	-	TQVCXVNFZZN
Level 74	-	QLMVQJNJMZLQ
Level 75	-	VKPKLSLLYTFC
Level 76	-	DWJPHYKDGPHYT
Level 77	-	RKLDKFSJBSJZ
Level 78	-	TYZNGBCBWPJV
Level 79	-	BCDDSNZQZYPC
Level 80	-	XPMNVJKFNQZC

THE IMMORTAL

Level codes

6E1EC21000E10 - level 3
465FA31001EB0 - level 4
D4BFD41000EB0 - level 5
BCFEF51010A41 - level 6
6B10F61010ACL - level 7
E590D710178C1 - level 8

Invincibility

Wait for the level name to appear and hold down Start. Now hold down A until the game appears and finally release A to make yourself invincible.

INDIANA JONES & THE LAST CRUSADE

Level select

When the Lucasfilm logo appears, press A, B, C, B, C, A, C, A and B. The level option will now have SHHHHHHHH instead of normal.

INSECTOR X

Infinite credits

When you get the game over screen showing the continues counting down, hold the Right and Down diagonal while hammering the C button continuously. You can do this at any time to gain extra credits.

JAMES POND

Open all exits

On the title screen press C, Left and Start. During the game press A, B and C simultaneously while rotating the joystick. This will open all exits, making the game much easier.

JAMES POND 2: ROBODOG

Invincibility

On the first roof collect the objects in the following order: Cake, Hammer, Earth, Apple and Tap (CHEAT).

Infinite Lives

In the sport zone, after crossing the spikes, collect the objects in the following order: Lip, Ice-cream, Violin, Earth, Snowman (LIVES).

Extra Power

Once you have passed the second spike pit on the first sports zone collect the objects to spell P, O, W, E, R.

Level select

On the title screen, push A, C, Down, Left and then Start. You should now be taken to an options screen from where you will be able to choose your starting level.

Turn Your World Upside-Down!

Pause the game and type C, A, B, B and A on any level (excluding bonus levels) and the screen will either flip upside-down or you will complete the section.

JAMES "BUSTER" DOUGLAS

Extra continue

When you die, wait for the game over message to appear and press Up and Start together. You will be able to continue where you left off as you'll be awarded an extra continue. This only works once, so only use when you're right out of continues.

JENNIFER CAPRIATI TENNIS

Best Player Password

To get the best player, enter the following password
I . \$. CAPRIATI

Change attributes

Enter the password CONFIG and fill up the rest of the space with dots.

Male Players Password

To obtain male players, enter the following password: GRAND . SLAM .

JOHN MADDEN '92/'93/'94

On-Side Kick

Retain possession at the kick off by repeatedly jabbing the kick button very quickly as the kicker starts to take his run up. The defence should recover.

Field Goal Block

Select Punt Block and, using the right inside linebacker, diagonally charge at the kicker.

JOHN MADDEN '92

Password buster

Try any of the following to participate in various stages of the game:

0465100 - quarters

0075121 - semi finals

0475352 - Superbowl

JOHN MADDEN '93

Running the clock-out

When the play description comes up, hold up on the D-pad and tap C. The clock will now continue to tick.

JUNGLE STRIKE

Codes with 16 lives

Level 4 - XT6YXL6PF6M

Level 5 - VNHYWMGZBC9

Level 6 - WSFKX4MPYHJ

Level 7 - THPD96PGCLN

Level 8 - N4SC37S6MWB

Level 9 - NZY9SDBR9Y6

Level Codes

Level 2 - RXW6YKRVMCZ

Level 3 - 9WP39NSHJRW

Level 4 - XNL4FD397SW

Level 5 - V4MCD39VSPH

Level 6 - WMK3W746JK7

Level 7 - TGZX4CFDYRP

Level 8 - 7L5PCF3BRWC

Level 9 - N4HCFK9XVKN

Extra Lives

On level 7 - River Raid, four extra lives can be found under four small pyramids at the top of the map. These are approximately in the centre of the level by three skulls on pillars. Blow them open and the lives are all yours!

JURASSIC PARK

Level select

Enter this code: 021660016. Select options and leave the screen straight away. Change the player to Grant and Start the game. Now a level select should be presented.

Level Select

Enter this code: 02160016. Select options and leave the screen straight away. Change the player to Grant and start the game. A level select is now offered.

Level Passwords

GRANT
Power Station - 240P0021
River - 4A3PG0A4
Pump House - 621C002N
Canyon - 81VVMF20
Volcano - A69KJG6U
Centre - CUVVVVT4

RAPTOR

Power Station - I21G0027
Pump House - K21G0029
Canyon - M21G002B
Centre - 021G002D

Maximum Ammunition Codes

Enter these codes to give Grant full weapons:

Jungle OVVVVVUP
Power Station 2VVVVVUR
The River 4VVVVVUT
Pumping House 6VVVVVUV
Canyon 8VVVVVU1
The Volcano AVVVVVU3
The Visitors Centre CUVVVVU5

KID CHAMELEON

Final Boss Warp

To warp straight to the last boss, Plethora, go to the Lake Woods 2 level. Fight your way all the way to the end and jump onto the last prize block above the exit. Now press the Down, Right diagonal and press the jump and special attack buttons at the same time. The screen will fade and you will be warped to the last boss.

KING OF THE MONSTERS

Extra Continues

Press A, B, C and Start when you're on the title screen. Press A and an options screen will appear giving you 12 extra continues.

KLAX

Special game

Hold the Left and Up diagonal, A, B, C and Start simultaneously from the title screen for a special game.

KRUSTY'S SUPER FUN HOUSE

Open all the doors

Reverse the game designer's name, WILLIAMS, to SMAILLIW, and enter this on the password system. You can now freely enter all of the doors on all of the levels but you still have to solve all the puzzles. The Open Doors cheat also gives you infinite lives.

Level Passwords

2 Whoamama
3 Flanders
4 Brockman
5 Sideshow

LAKERS VS CELTICS

Password buster

With the following code you get to play the LA Lakers against the Philadelphia

76'ers with just one game needed to win the final: 3L2GJS.

LEMMINGS

Codes
FUN TRICKY TAXING MAYHEM
PRES SUN

1 RXBGD FPBMD FZBGD SQBMD TRDWVHLDCW
2 WQHNM XMJWF GDHFP HZJSG ZXLYGBVLJY
3 TXBGD DZBJF JLBDF SFBKBF YJDTWNPQZ
4 YQHNM WXJSG KHKFP QDJTG KRLQKHRMCK
5 LNBJM ZPBLN BFBGN VKBCR XRFMJMTFPK
6 QGHPW SNJVP HMJCB KMJMS DWLPTGMYL
7 NNBJM YSBLN KTBWQ VYBYR CHFCKSBFFF
8 SGHPW RRJVP LQJCB SXJUT NZLDPMLMLH
9 BYBGD RDBKF YHBVH PNBKJ XVDWVNBZDW
10 GRHNM KCJTG ZLHXS JMJWF DZLYG
MPMZE
11 DYBGD VSBZH CTBRJ TRBMDCLDTW
TFFNB
12 JRHNM NRJJK DQHXK RQJWFNSLQK
NHMXC
13 VNBJM RJBCR VMBTR RSLNBTFMJ
DGFHF
14 ZGHPW KHJMS BGHPW GVJVPXLPT
XMRG
15 XNBJM QMBCR DNBJM WLBCRGJFKK
FYFDG
16 CHHPW JLJMS FLHPW JKJMSXHLHP
DMMFL
17 BCBJD YZBBJ JFBJD GDBCJXGDBW
VFDVZ
18 GVHNM RYJLK KJHLP VMJJLLDLH
PPMBD
19 DCBJD XLBYJ MQBFF GSBYJCWDKW
BVDGW
20 JVHNM QKJUL NMHLP DRJJLNDLVK
VWLQX
21 VRBKM TBBBS FKBHN PPBSMBFFRJ
ZYFFG
22 ZKHQW MZJKT LRJDB DRJCPHJLTT
TBMQH
23 XRBKM SFBBS NYBXQ PDBQNGTFNK
GWFWJ
24 CLHQW LDJLT PVJDB MCJZPRMLJP
ZFMDM
25 LCBJD LQBYJ CNBWH JSBNFBJDEW
BWFRB
26 QVHNM DPJUL DRHYG CGJPKHMLDH
XYLNX
27 NCBJD PQBND GYBSJ NLBFJGXDXW
FQDBX
28 SVHNM HPJXF HVHYS LKJPKRFLVK
YRLLY
29 FSBKM LGBQM YRBVR LMBDSFGFRJ
JYFTJ
30 KLHQW DFJZN LRSHW ZNJNTLKLTT
CBMFL

LIX ATTACK CHOPPER

Passwords

Libya - CBCARHG
Majestic 12 - CQAAFA
Anterior Nova - CQAAIEA
Reindeer Flotilla - CQAAQHA
Phoenix - CQAAVGA
Rainbow Veil - CQAAAVC
Chess - CQAAIUC
Lobster Quadrille - CQAAQXC
Hen House - CQAAIWC
Desert Two - CQAAABFE
Flaming Arrow - CQAAJDE
Plain Aria - CQIERDG

Central Europe

Domino Mirror - CBSER7G
Chess - CSIEIYE
Arc Lite - CSIEQ6E
Anterior Nova - CSIEY4E
Reindeer Flotilla - CSIEBJC
Hop Toad - CSIEJIC
Olympic Torch - CSIERLC
Lobster Quadrille - CSIEZKC
Grand Theft - CSIEBZA
Flaming Arrow - CSIEJYA
CSIER6A

Vietnam

CDCEA9G -
Lobster Quadrille - CQIEZCG
Reindeer Flotilla - CQIEBRE
Flaming Arrow - CQIEJQE
Hen House - CQIERTE
Lava Lamp - CSIEZSA
Anterior Nova - CSIEAJG
Gemini - CSIEIIG
Chess - CSIEQL6
Binary Rainstorm - CSIEYKG
Freedom Train - CSIEAZE

LOTUS TURBO CHALLENGE

Passwords

Night - SLEEPERS
Fog - HERBERT
Snow - BUSINESS
Desert - APPLEPIE
Interstate - STANDISH
Marsh - MALLOW
Storm - TEA CUP

Enter SLUGPACE for infinite turbos and MANSELL to be able to go through the game non stop.

M1 ABRAMS BATTLE TANK

Unlimited ammo and invincibility

Wait for the demo screen, then press B, B, C, B, C, C, B, C, B, B, C and then Start. Be careful, as you can still run out of fuel.

MARVEL LAND

Password buster

Enter the code TRIDENT to get to the end of the game.

MASTER OF MONSTERS

End sequence

From the sound test screen, press A, B, C and Start again.

Change text to English

If you hold the Left and Up diagonal, you'll get English text.

MAZIN WARS

Bosses Only

Play the last sound effect and music from the options screen and then start the game. The levels should have disappeared, leaving you free to just fight the bosses.

MEGA-LO-MANIA

Extra Men

Go to the options screen and select the number of men for your mission. Now put them on the island of your choice. Go back into the options screen and press C to decrease your men to zero. You will now still have the same amount of men on the island but the number carried forward to the next island will be greater.

200 Men

Enter SIZCSVLOPNL as the password.

Hidden Sinistar

Enter JOOLS on the password screen to obtain a version of the old time shoot-'em-up.

Codes

SCARLETS TEAM
1st Epoch + 200 men
SIZCSVLOPNL
2nd Epoch + 200 men
XROPNH
2nd Epoch + 100 men
CYIWMZ

OBERONS TEAM

2nd Epoch + 100 men

CYFIWMB

4th Epoch + 100 men

ZLXXSJ

5th Epoch + 100 men

DOYFYXSP

CAESARS TEAM

2nd Epoch + 100 men

BYFIWMY

3rd Epoch + 100 men

DOYFYXSK

MADCAPS TEAM

2nd Epoch + 100 men

ZLIWMA

3rd Epoch + 100 men

ZLXXSM

4th Epoch + 200 men

WLDRTQ

5th Epoch + 287 men

QESCFXEXHUI

6th Epoch + 138 men

CHIUECHC

7th Epoch + 159 men

IHWAHKADANG

Level codes

Level 2 - GKADZXFWMME
Level 3 - ECBDRZLIWMA
Level 4 - CHBDVZLXXSM
Level 5 - SYZCHWLDRTQ
Level 6 - QESCFXEXHUI
Level 7 - DWCCHIVECHC
Level 8 - JSVADMMBQHY
Level 9 - IHWAHKDUHNG
Level 10 - KLFDZFMWMMW

MERCS

Full energy

Find the gold first-aid kit. Let your energy approach maximum, pause the game and select another player. Continue doing this till the entire team is on maximum energy.

Faster enemies

To enter a really challenging game, go to the original Commando mode and press A, B, and C at the same time. While holding these down, press Start and you will begin an even tougher battle. You'll find that your enemies are faster and more intelligent.

MICRO MACHINES

Infinite Lives

Pause the game and press B, Down C, Down, Up, Down, Left and Down. Unpause the game to receive infinite lives.

More speed

Pause the game and press Up, Down, A, B, Left, Right, C and Start.

Harder Game

Pause the game and press Left, Right, Left, Right, Up, Down, Start and Down.

More grip

Pause the game and press A, Up, B, Down, C, Left, Start and Right.

Faster Car

Press Up, Down, A, B, Left, Right, C and Start

Tougher Opponents

Press Left, Right, Left, Right Up, Down, Start and Down

Better Car Traction

Press A, Up, B, Down, C, Left, Start and Right

More Damage on Impact

Press C, Up, Left, Right, A, B, A, C and Start

MIDNIGHT RESISTANCE

Level skip

While on the title screen, hold down C and Start. During play, pause the game and press A every time you wish to advance to the next level.

MIS-20

Level Codes

Here are the passwords:

1. ECFPGTVDFBAJZB
2. KHXNWRJAGGOHH
3. SNUMNT1FJGRDOD
4. OTUTMCMQDCTVJA
5. KRSTOVCOELXQLG

INDONWALKER

Level select

Hold Up, Left and A on controller two. Then press Start on controller one and select a one player game. Use Left and Right to skip through the levels.

MORTAL KOMBAT

Cheat Screen

On the choice screen, type in Down, 'Up, Left, Left, A, Right and Down.

Green Reptile

Go to the Cheat Screen and choose the pit as your first screen. Then select PLAN BASE ONE. You will start in the pit with strange objects flying past once you have defeated Cage. You will then meet the Reptile in the pit.

Double Flawless Victory against Shang Tsung

Crouch down and Shang Tsung will fire three Fireballs and then approach you. Crouch Kick him repeatedly as he has no defence against this move.

Blood code

On the ethical code screen, press A, B, A, C, A, B and B for the screen to be coloured red and the blood will now be activated.

Flag effects

- FLAG 0 – One hit kills the CPU.
- FLAG 1 – One hit kills you.
- FLAG 2 – Make UFOs and Witches go past the moon so that the Green Reptile can appear.
- FLAG 3 – Makes strange objects go past the moon.
- FLAG 4 – Green Reptile gives you clues on how to find him on each round.
- FLAG 5 – Infinite credits.
- FLAG 6 – The computer does fatalities on you.
- FLAG 7 – Always stay in the palace gate.

MUHAMMAD ALI BOXING

Rank progression

Play the first match and take the first three characters and add it to the following codes:

- 8th: KEH7Z
- 7th: EBX7Z
- 6th: 5C77Z
- 5th: B4N7Z
- 4th: 2N47Z
- 3rd: W7C7Z
- 2nd: WXB7Z
- 1st: 4XE7Z

Fight Muhammad

Go to the Tournament mode and enter the saved game, answer yes. Enter either H07KKKCZ for the simulation or 007KKKCZ

for the arcade and you will fight Muhammad.

MUSHA

Full Firepower

To power-up, pause the game and press B, B, C, B, B, C, Up, Down and A, unpause to continue.

MUTANT LEAGUE FOOTBALL

Passwords

- CNL111111Y – War Slammers
- 1CK111111H – Death skin Razors
- 4CK111111L – Vile Vulgars
- FMK3XYSL1Q – Dark star Dragons
- 2CK111111D – Icebay Bashers
- HGK111111J – Killer Konvikts
- 3CK111111F – Midway Monsters
- JH1111111G – Misfit Demons
- GMK111111D – Psycho Slashers
- 5CK111111M – Rad Rockers
- BDK111111J – Road Warriors
- KLK111111L – Screaming Evils
- CBK111111J – Sixty Whiners
- LJK111111M – Slaycity Slayers
- MLK111111J – Terminator Trolz
- NMK111111Q – Turbo Techies

NEA JAM

Power-up the Defence

Go to Tonight's Match-up screen and tap any button five times. On the fifth tap, hold the button down until the court appears.

Turbo-Charged Game

Go to Tonight's Match-up screen and tap any button 13 times. Now hold B+C until the court appears.

Unlimited Turbos

Go to Tonight's Match-up screen and tap all three buttons seven times. On the seventh tap, hold down until the game starts.

THE NEW ZEALAND STORY

Increase credits

While the demo is playing, rotate the controller either clockwise or anticlockwise several times. When you die during play, you should discover you have nine credits.

ONSLAUGHT

Password buster

Enter all zeros as the code and you'll automatically receive almost all the squares on the map. You'll only have the relatively easy mountainous areas left to complete.

STTIPLANTS

Level Codes

Basement: JYFF
Construction Yard: AOHT
Office: PIHE
Jungle: NRCF

Passwords

To ease your trip through the badlands, try these codes:

- Level 1 – FBY1QZFQ240Q0
- Level 2 – 89D020JCYR8CZ8
- Level 3 – P69H0SK7YCKCX
- Level 4 – TZZY2159Q9YK00

PGA EUROPEAN GOLF

Double your Winnings

Play the game as normal and save it on the eighteenth hole, just before you tee-off. Play the last hole and go to the option screen to check your score. Restore the game you just saved and play the last hole again. All the money you win from this is added to your score. This can be done as many times as you want.

Perfect your Shot

Save the game at the beginning of each shot and if the ball flies off in the wrong direction then you can just restore it and

play it again until you get it right.

Set up Shots for the Computer

Let your opponent get on the green and then press START. Now go to shot and select green. The computer will show you a plan of the green. Move the cursor in either direction as far as you want and then continue the game. The computer will now take the shot!

PGA TOUR GOLF II

Beat computer

Select a Skins challenge, and choose the computer as your opponent. Wait until he is on the green and press Start. The options screen will appear. Select "Green" from the menu and press A. Now move the cursor in any direction you want and press Start again. Your opponent will now take the shot that you've just set up!

PHANTASY STAR 2

Living longer

You are most vulnerable during fighting stages, so this hint could prove vital to your longevity. Alternate pressing C and B as you walk. Button C opens the sub-screen menu while button B closes it. There's a quirk which prevents monsters attacking you if you do this. It isn't fool-proof but works most of the time. It's a tricky manoeuvre so try the following; step forward, press C, press B, step forward...

PHILAS

Six continues

Press C, A, B, A, C, A, B, A on the chapter one screen.

PIT-FIGHTER

Grudge Match

Press A to enter the option screen, next have player one select his fighter. Player two will need to wait until 'Grudge Match' appears before pressing Start, and may now select his fighter. The two of you will join in the fight to the finish with the computer.

Extra continues

Play your favourite character to level eight, where you will fight Mad Miles for the second time. Pause the game, plug in the second controller, unpause the game and press Start on the second controller. Select your fighter and you will start out with three extra continues. You should now beat up your former fighter and use your current fighter to take you through the remaining matches.

POPULOUS

Stage select

There are 494 levels in all. You can get to any by doing the following from the password screen: type in the level number you wish to go to followed by the word BIT. Hence to get to level 327 enter 327BIT as the password.

POPULOUS II: TWO TRIBES

Tactics

Build two levels above the water. Try to keep the ground flat and build up your people who've settled on one level of land. You may struggle in the power stakes to begin with. However, when you reach enough manna to flood the enemies positions, the evil should be virtually destroyed.

If evil invades your land, take away land instead of building up. Then, when they have moved, fill it in again. Doing this to drives evil off your territory. When you gain enough manna to swamp, do so on the flat land it takes longest to get to. This should wipe out loads of evil walkers. This tactic is best

employed either straight away or just before you want to claim Armageddon. Passwords
EXPERIMENT – Maximum Experience.
HUMANOID – More Mana.
WIBBLE – All FX
NOT HALF – Game 999.

POWERBALL

Best teams

For the best team in the game press B, B, C, B, B, C on the title screen.

POWERWOMAN

Passwords

Enter:

TJ3DP2TJW7TI5PJ3DJ4PJLIKPHAK-JEKOGQ for the final level.

Password to Play any Level

Type in Hynamberg to play any level.

PREDATOR 2

Passwords

- Level 2 – KILLERS
- Level 3 – CAMOUFLAGE
- Level 4 – LOS ANGELES
- Level 5 – SUBTERROR
- Level 6 – TOTAL BODY

PRINCE OF PERSIA

Passwords

Here are the level codes for Prince of Persia:

- Level 2 MTUEZQ
- Level 3 TYZJED
- Level 4 AEFRTTH
- Level 5 HJKWYT
- Level 6 OOEPOY
- Level 7 DEFUUN
- Level 8 QYZQMS
- Level 9 QYZPWR
- Level 10 QYZQQR
- Level 11 QYZRQQ
- Level 12 QYZSAQ
- Level 13 QYZTKP
- Level 14 QYZUUN
- Level 15 QYZVEO
- Level 16 QYZWON

PRO BASEBALL SUPER LEAGUE '91

Win every match

Go to the player change screen when you are fielding and press C. You will be asked if you want to forget the match. Press C for yes and you will win 1-0. Remember, you must be fielding for this trick to work..

QUACKSHOT

Extra Lives

Get to the Viking Ship and climb the mast in the elevator collecting all the money bags. At the top of the elevator walk right and follow the rope path down. You will come across an extra life. Now just retrace your steps, leave the screen and repeat the process.

RAINBOW ISLANDS

Speed-up and red pot

By pressing Up, B, Down, Left, C, A, A and B from the title screen, you can kit yourself out with speed-up shoes and the red pot.

All power-ups

From the title screen press Up, B, Down, Left, C, A, A, B and C to get speed-up shoes and red and yellow pots at the beginning of the game.

RANBO 3

Full power-ups

Get to the two firing walls in level three. Destroy everything except one of the cannons. Put the yellow icon on the dagger and go to the bottom of the screen. Stab the man in camouflage and collect what he leaves behind. Repeat this until you get 99 arrows, 99 bombs and nine lives.

Invincibility

On stage two, there are two crates which you can blow up. Walk to the right hand crate and then walk away from it. Head right until the crate is half on the screen and half off. Fire a full power arrow at it and turn towards the right. When you reach the wall, go up and you will become invincible.

RANGER-X**Skip level**

When playing the game, pause it and press Up, Down, Up, Down, Up, Down, C, B, A, Right and Left. You should hear some music. Press A and you can press B to Advance to the guardian or, if already there, you are brought to the next level.

Difficulty settings

Go to Difficulty and press A, B, C, A, B, C, A, B and C. You can now play on Easy or Hard mode.

RBI BASEBALL 4**Super-Team**

The password for the Super-Team is:
D333 K4K DKMEK

THE REVENGE OF SHINOBI**Infinite Shuriken**

On the option screen, select zero shuriken and then don't do anything for 30 to 40 seconds. You'll hear a beep and the zero will turn into an infinity symbol (∞) indicating you have infinite shuriken.

Extra lives

During the second stage (the motor mill) of level four, it's possible to pick up two lives while losing just one. This process can be repeated ad infinitum. Shoot at the base of the first conveyor belt (double jump and spray shoot). A special Musashi symbol will appear. Jump onto the conveyor belt and let it carry you backwards off the end. You'll lose one life, but you'll gain two. Continue this process as often as you want to build up lives.

RINGS OF POWER**Money, money, money**

Go to the secret temple at 32", 2" - 6", 6". You can get all the gold from the four chests here, then go out and collect them all again for infinite gold.

ROAD RASH**Level codes**

The following are a couple of codes to get you further in the game:

43143 067K0 01EVD 571RQ - Level 5, Diablo, £27,440

B0000 04RD0 11CAF 56C7B - Level 5, Panda, £26,230

This code will take you straight to level four:

11111 1AJ56
UPTO 470AA

Finish First Everytime

Come fifth in the first race and you will get a password that has 50,000 written in it. Change this to 11,111 and be first everytime.

ROAD RASH II**Any bike, any course**

Go to set player on the options screen and choose Mano a Mano, then go back to the main menu and select your bike from the bike shop. Now change the player mode from Mano a Mano to Take Turns and then start the game. You will now be able to use any bike on any

course.

Passwords

0F1A 39TA: Level 3, \$19,000 and a Banzai.

0P1I 4SK0: Level 4, \$30, 000 and a Diablo.

0CTQ 4JAG: Level 4, \$17,000 and a Diablo.

0H4R 550H: Level 5, \$20,000 and a Diablo.

RODOP V TERMINATOR**Any Gun and 54 Lives**

Pause and press C, C, A, A, B, B, C, C, A, A, B and B. Now you will see a face and you should now walk right. When you go back to the game, Pause and press B, A, C, C, C, A, B, B, A, C, C, C, A, B and unpause. You will now have 54 lives. Press A, B, C and Down to choose a gun.

Choose any Weapon

Pause the game and press B, A, C, C, C, A, B, B, A, C, C, C, A and B. You should now hear a machine-gun sound. Unpause and press DOWN plus A, B and C to change to any gun.

Go Down to Next Platform

Pause the game and press A, B, C, C, B and A. You should hear a firework sound. Unpause and press DOWN plus A, B and C.

To Stay in Mid-Air

Go near the edge of a platform and press A, B and FORWARD when you fall. You can fall and stop a few times. The gun can be pointed in any direction.

Go the End-of-Level Boss

Pause the game and press A, B, B, C, C, C, B, A, A and B. You should hear ED-209's footsteps. Unpause the game and press DOWN and then UP at the same time. This will work from stages 2 to 9.

ROCKET KNIGHT ADVENTURES**Crazy Hard Setting**

On the Konami logo, press left 4 times, right 4 times, left 7 times, right once and left once.

Level Skip

Press Up and Left ten times on the title screen and you should hear a chime. Press Pause in the game and then press C, B, B, A, C and B to skip a level.

Very Hard Level

To try the secret hard level, press down six times, up twice and down twice when you see the Konami logo. It will now be selectable from the options screen.

ROLLING THUNDER 2**Final Password**

11B - A Natural Program Desired
The Neuron

Passwords

Enter any of the following codes to progress further into the game:

Level 2 - A Magical Thunder Learned the Secret.

Level 3 - A Natural Fighter Created the Genius.

Level 4 - A Rolling Nucleus Smashed the Neuron.

Level 5 - A Curious Program Punched the Powder.

Level 6 - A Logical Leopard Blasted the Secret.

Level 7 - A Private Isotope Desired the Target.

Level 8 - A Natural Rainbow Elected the Future.

Level 9 - A Magical Machine Muffled the Killer.

Level 10 - A Digital Nucleus Punched the Device.

Level 11 - A Private Thunder Created the Powder.

ROLO TO THE RESCUE**Invincibility**

On the title screen, press and hold Up and Left, then A and C. Now press B.

Infinite everything/level select

Wait for the title screen and then hold Up, Left, A and C. Keep the buttons held and press reset. Now hold the buttons for a few more seconds and press B for a secret cheat menu.

SABAIA**Unlimited Continues**

On the title screen press B, B, B, C, A, A, A, B, B, C, C, C, "Free Play" will now appear at the bottom of the screen.

Stage Select

When the title screen appears press C, A, C, B, C, A, B, A, B, C, A and C. "Zone Select" will now appear.

Super Star Level

To enter the expert level: enter C, 12 times when the title screen appears.

SAINT SWORD**Level advance**

On the password screen, enter TAITOZ. The game will then start from chapter six with lots of items in your possession.

SD VALIS**Invincibility**

On the title screen, press Up, Down, Left, Right, A, B, Up, Down and Start. When you hear a chime you'll become invincible. You'll also notice that your wardrobe changes in the game.

SENSIBLE SOCCER**All Options Open on Beginner Level**

Start a game on normal or hard level, then abort and go to the options screen and change to beginner level. Go back to your previous screen and choose cup. You now have the option of continuing the previous cup!

SHADOW DANCER**Level select**

Press A, B, C and Start.

Final Guardian

To clear this level successfully takes pinpoint accuracy, so time your attack well. Your first task will be to defeat the statue ninjas that are mysteriously brought to life, then the boss will send fire raging down from the heavens, this can be avoided by standing between two of the fireballs that hail downwards. At this point the boss will have raised his helmet, so you must be quick with your attack. Jump up and shoot the flashing nucleus located above the neck. But be warned as he doesn't stay vulnerable for long so the process will have to be repeated until the boss's energy bar is knocked down.

SHADOW OF THE BEAST**Extra lives**

On the bonus level, keep to the left of the screen and keep firing your shurikens. You should kill all the Ninjas and receive 3 extra lives.

SHINING FORCE**Change Characters Name**

Using the second pad, hold down A, B, C and then press Start. On the first pad,

you should press A, C and Start at the same time.

Selling unwanted items

In the items display, place an item you want on the left and something unimportant at the top (position can be changed by handing yourself items in possession). Throw away the item at the top during combat and return to town. Go to the shop and you will find the item you placed on the left being sold.

Increase your numbers

Hold down Up and start on player two's joystick and switch the console on. During the Sega logo screen keep holding down A and start on player one's joystick and A and C on player two's joystick. Start on any stage you want, your main character should have a Forbidden box, use it and the party's level rises to nineteen.

SHINING IN THE DARKNESS**How to defeat Dark Sol**

When you reach Dark Sol's lair, fight against him with any magical weapons you have. Restore your energy with the heal ring. Dark Sol will die, but he'll come back to life. Make sure your energy is full and that the group is at experience level 60, then attack him again. Select Milo and yourself as the attackers, and use Milo's healing powers to treat the rest of the group. As long as you keep this up for a while, Dark Sol will die.

Infinite Gold

Take a magic item that will become redundant after one use and take it to a shop to be repaired. Make sure however that you have less money than the repair job costs. Go to sleep at night and go to pick up the item the next day. You will find you have millions of gold coins. Now that's magic!

SHINOBI II**Unlimited Shurikins**

Go into Options and move to SE. Set it to 'Shurikin'. Set the 'Shurikins' at 00 and wait to get an unlimited supply.

Invincibility

Go into the Options and highlight 'Music'. Play the songs the songs in the following order - 'HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA and GETUFU'. You will now have invincibility when you begin the game.

SKITCHIN'**Passwords**

Note: You must play as BADASS

MONEY	\$2000
THRASH	Best three
weapons	
SPEED	Three nitros
ARMOR	Grade five equip-
ment	
TOTEM	Vancouver
BRONCOS	Denver
BEACH	San Diego
AIRPORT	Seattle
HILLS	San Francisco
STARS	Los Angeles
CAPITAL	Washington
JAYS	Toronto
CARS	Detroit
PIZZA	Chicago
PALMS	Miami
LIBERTY	New York

SOL-PEACE**Stage select**

On the title screen, press A, B, C, A, B, C, B, C, B, A and Start. Now go to the config menu and put the cursor on start. Choose the level number from here. If you are playing the game and want to skip a level, press A, B and C together.

99 ships

Follow the procedure for the stage select and then put the cursor onto mode instead of start. Push Right until the symbol MY99 appears.

SONIC THE HEDGEHOG

Six Emeralds

Using the stage select cheat, select special stage and get an emerald. When the game is adding up your score, press reset. Repeat the process until you have all six emeralds, then start Greenhill as normal.

SONIC THE HEDGEHOG 2

Two Player Turbo Shoes

Go to the two player mode, select a zone (except special zone) and find some turbo shoes. Now get killed and you now have them for the rest of that act. This works for both Tails and Sonic.

Stage select

Go to the sound test option and select sounds 19, 65, 09 and 17. Now press reset and hold down A and Start.

Super Sonic!

Play 04, 01, 02 and 06 on the sound test, then collect 50 rings in the game. Now press B and C and you will make the change.

Icon select

Perform the stage select cheat and on the stage select screen, sound test the following tunes: 1, 9, 9, 2, 1, 1, 2 and 4. Highlight the stage you wish to explore and hold A and Start down. B transforms Sonic to an icon A changes the icon and C deposits the icon.

SONIC THE HEDGEHOG 3

Infinite Lives

Get to the launch base zone and hold the start of a Super Spin Dash between the Klaxon Alarms. You must let the alarms sound off all the time. The Robot Birds dive on you and they will keep on coming because of the alarm. Kill as many as you can until you receive an extra life. After this, if you keep going, you should get an extra life about every ten seconds. (Keep Tails out of the way as he can upset the pattern).

Level Select/Design/Super Sonic

After you hear the voice say SEGA and Sonic Starts to come onto the screen, quickly press UP, UP, DOWN, DOWN, UP, UP, UP and UP. You should hear a chime. If you look under COMPETITION there will be a sound test. Really this is a level select. The Flying Battery, Mushroom Valley and Sandopolis zones are actually two-player levels. Choose any zone on the level select and hold A and START on the level. In the level, press B to turn Sonic into an object, C to duplicate and A to change into something different. Turn into a TV and jump into it, you will now be Super Sonic!

SPACE HARRIER 2

Level select

During the beginning sequence in the space ship, press the buttons A, B and C together and move the joystick Left or Right

to select the starting stage.

SPEEDBALL 2

Password

This password will give your team loads of cash and put it in the first division:

LPCa Zsbd KiXO maB0
CJ9R plfa 1T8U M7My

To get into division one, and the major league, enter the following devious code:
LCLl CWAF 06Xe ya3q 2bst -is1
gGVC

For the championship type:

LAhM CJ78 2k7I Zy01
26Ss ti+L frRS MBNk

SPIDERMAN

Level Skip

Press Start and then A, B and C.

Super Cheat

Move Spiderman to the word 'Level' and press Start on controller 2. Press A, B and C on controller 1 and let go whilst pushing diagonally up on the pad. Press A for more Web, press B for more life and press C for five seconds of invincibility.

Nightmare level shortcut

You can save time and energy by skipping directly to level one's forklift on *Spider-Man's* nightmare setting. After passing the dog, you will come to a wall of boxes. Jump up to the second row and crawl to the right. You will pass through the wall and end up at the forklift.

SPLATTERHOUSE 2

Passwords

Level 2	—	EDK NAI ZOL LDL
Level 3	—	IDO GEM IAL LDL
Level 4	—	ADE XOE ZOL OME
Level 5	—	EFH VEI RAG ORD
Level 6	—	ADE NAI WRA LKA
Level 7	—	EFH XOE IAL LDL
Level 8	—	EDK VEI IAL LDL

SPLATTERHOUSE 3

Level Codes

Stage two — REISOR
Stage three — ETLBUD
Stage four — TABRAE
Stage five — ELPOEB
Stage six — PHENIX

STEEL EMPIRE

99 bombs

On the ship select, press C, A, C, A, Start and finally B.

99 lives

On the options screen, set the difficulty to hard, set the stock to two, credits to one and finally play tune 65.

Stage Select

Go to the options screen and perform the sound test option in the following order. Sound one, twice, sound nine, once and sound two, once. A new round select option will appear under the exit. Choose from one to seven and press Start to begin on any level.

STORMLOD

Level skip

Pause the game and then press C once, B three times, A four times, C two times and finally A four times again to skip to the next level. In this way you can get to all ten stages.

Extra time

Pause the game and press B, A three times, C, Up three times and A three times to reset the clock.

Nine extra men

Pause the game and press A four times, C twice, B three times, C and A.

STREET FIGHTER 2 SPECIAL EDITION

Special Moves Only

When the Capcom logo appears, press Down, C, Up, A, A, B, B and C on pad 1.

Five Star Speed on Champion Edition Mode

In the opening sequence where the screen pans up the side of the building wait for the image to start fading and quickly press Down, Z, Up, X, A, Y, B and C on controller one. You will hear a "Huh" to indicate that the cheat has worked.

STREET SMART

Extra lives

Rapidly reset the console more than ten times, then choose options from the menu. Move the cursor to sound test and then press down three times and A once. A new window should open allowing you to set the number of lives.

STREETS OF RAGE

Extra continues

Press Left, Left, B, B, B, C, C, C and Start.

Level select

Hold down player two's pad then type A, B, C and enter the option mode using the first pad. You can now select the rounds and set the number of players.

STREETS OF RAGE II

Extra lives

Stage One — as soon as you walk on to the screen, walk to the bottom left behind the bin.

Stage Two — when you come out of the truck, walk round the back to find an extra life.

Stage Three — after killing the dragon on this stage, walk straight down from where the explosion occurs onto the mist and collect a life.

Extra Continues

On the game over screen press Left, Left, B, B, B, C, C, C and Start.

Alternate extra continues

If you are about to die on one player, plug in the second controller and press Start to begin again with full lives and energy.

Play same character

Plug in two controllers. On the title screen, press and hold Right on the first controller and then B simultaneously. On the second controller, hold down Left and A. With all buttons pressed, press C on the second controller. Now the screen will show the choose character screen. You will now be able to select the same characters.

Level select

On the options screen, hold down A and B on joystick two. Now press Start on joystick one simultaneously and you will enter a full cheat screen with a level select.

STREETS OF RAGE 3

Play as a Kangaroo

At the end of level 2-1, there is a Kangaroo and his keeper. Don't kill the Kangaroo, but kill his keeper. When the keeper is dead, the Kangaroo will run off. Now the next time that you loose all your lives and select continue, you can choose the Kangaroo who has some strong punches and special moves. The Kangaroo cannot pick up weapons, do backslams or throws but he can do a rather nifty spinning kick.

STRIDER

Extra Continue

Press down on the pad and press A, C, B, C and A and Start in sequence to continue from where you die.

Level select

While the master laughs just before the beginning of the game, hold the joystick Down and press the buttons A, C, B, C and A to get a level select.

SUNSET RIDERS

Extra credits

Go to the sound option and listen to 0-E. When you go back to the game you will have more credits than you normally would have.

SUPER HANG-ON

Easy Money

Go to the original mode and choose to race. Now crash and you will receive \$400.

Options Mode

Hold down A, B and C on the title screen.

SUPER LEAGUE

Password buster

Try these codes. The first gives you a four-game lead while the other three will be interesting rather than useful:

JORQWVVRROOQSHPOGUEAM
Zb6jppqrnmGnYQXaHuFFAB
RGhiopqmljhZZSUXVtEEAE
VU91rstpomXcZTiebrHWyW

SUPER / STREET FIGHTER II

Skip a Fight on Champion/Hyper Mode

Go in on one player against the computer. Whenever you want to skip a level, press Start on Joy-Pad 2 and then beat-up player two! You can't do this on the last fight against M. Bison.

SUPER THUNDERBLADE

Level select

Press A, Up, Down, Left, Right, Left, Down and Up from the title screen. Then press Up and Start together to reach a very handy level select screen.

Invincibility

Go to the option screen and select hard as the difficulty level. Start the game and fly to the top left or right hand corner and the enemy fire won't hit you. This works on levels one, two and three.

SWORD OF SODAN

Level skip

Get a high score and enter your name as HINAMP:). Next time you play you can skip levels by pressing Start on joystick two.

Alternative level skip

Drink four Etherium potions together to skip to the next level.

SWORD OF VERMILLION

Test mode

To listen to the sounds and background music — and view the various shades available on the Mega Drive — from the title screen, press A, B, C and Start simultaneously using the second controller.

Increased hit power

Cleanse a cursed sword at a church for increased sword hit power.

T2: THE ARCADE GAME

Level Select

On the title screen push Up, Down, Left, Right, Up, Down, Left and Right. Then start the game as normal and pause it. Press B and C. You will now skip to the next level.

Gun never overheats

SAY "CHEESE!"

BIKER MICE FROM MARS

EXCLUSIVE REVIEW OF
KONAMI'S RODENT RACER!



**BIG
BOOK
OF
TIPS!**

FREE WITH ISSUE 10 OF
**SUPER
GAMER**

FREE!
MASSIVE
TIPS BOOK
WITH EVERY
NINTENDO
C H E A T
Y O U ' L L
E V E R N E E D !

SUPER GAMER

FOR NINTENDO

ISSUE 10 ON SALE DECEMBER 1

Use a rapid fire controller, you'll find that you can blast away to your heart's delight if the switch is activated. The gun won't overheat and you'll have infinite gun power.

TALMIT'S ADVENTURE

Access any level

Enter the following password and enter any level in the game:

ARDE

TAZ-MANIA

Infinite Lives

Enter FFD45 on the password screen.

Secret Room

To enter a secret bonus room on the Arctic level, hold down and C on the last ice block.

Level select

Plug in two controllers. On the intro screen, hold down A, B and C on both control pads and then press start on both. You will hear a chime and the game will now begin. Press Start during the game to pause it, then press B and C on the first pad to bring up some numbers. Use left and right on the pad to change the numbers and go to the right level.

TEAM USA BASKETBALL

Passwords

Enter these codes to win Olympic gold:

Semi-final: JBT67BF

Final: JDT67BC

Medal Collection: JCT67BH

TECHNO-CLASH

Passwords

ZP80BFAR, FPKRBF9A, DAAW3FAX, TZSIUFAU, 6ZSITFA6

TECHNOCOP

Full energy

Pause the game and press C ten times, A five times, B twice and A ten times.

TERMINATOR 2

Level skip

When you see "Press Start" on the screen at the start of the game, press Up, Down, Left and Right three times. Arnie will tell you if the cheat has worked, so start the game as normal. During the game, press B and C together to go to the end of the level.

TEST DRIVE 2

Car choice

The Ferrari is the best all-round racer, the Porsche has the fastest acceleration and the Lamborghini has the highest top speed.

Secret options menu

When you start racing, press A, B and C to enter a menu that lets you alter acceleration, braking and grip.

THUNDERFORCE II

Secret Options Screen

Press A and start on the title screen.

THUNDERFORCE III

Secret Options Screen

On the title screen, press Start whilst holding A to find a secret options screen in the game.

Full power-ups

Pause the game and press Up ten times followed by Down, B, Down, B, Down and finally B. You can get all the weapons by pressing B and A to get the claw.

THUNDERFORCE IV

Full weapons

This cheat will give you every weapon except for the shield. Start playing as usual, then press Up, Right, A, Down, Right, A, C, Left, Up and B. Now press Up

for full weapons, Down to eliminate the weapons, Right for a claw and Left to eliminate the claw. Press Start to return to the game.

99 Lives

When the introduction screen comes on, press A and Start to get the configuration screen. Set the control mode to type 1, engine power to 100, mission level to easy-mania and stock ships to 0. Next go to exit and start the game as normal, except you'll now have 99 lives!

TINY TOON ADVENTURES

Open all levels

Put the Buster Bunny icon on the password option and press Start. Now enter this password:

NGQQ WWQW QKWQ QWWQ WGRY

This will open the whole game map and you can enter any level.

Passwords

Level 22 - GZBB TXZB LDBB

TXZK LLDM

Level 24 - QJBB TXZW GLBB

TXZQ DLGN

Level 26 - TJBW HXBQ ZKBW

HXBQ ZGVT

TMNT: HYPERSTONE HEIST

Level select

When the Konami logo appears, press C, B, B, A, A, A, B and C. When you get to the title screen, press A, B, B, C, C, C, B and A. Press A and Start again in one player mode.

TMNT - RETURN OF SHREDDER

Level select

When the Konami logo appears press C, B, B, A, A, A, B and C. Then when the title screen appears, press A, B, B, C, C, C, B, A.

TOEJAM AND EARL

Warp

In level one go to the island with a hole in the middle, then drop into the hole. You will arrive at level zero. Your live gauge recovers when you have a bath, and you get an extra live when you drink lemonade. Jump off this level and you will go to the highest level you've been to.

TRAMPOLINE TERROR

Level Select With Continues

On the title screen, simultaneously press A, B, C, and Up followed by Start to enter a special screen.

TROUBLESHOOTER

Stage Select

First of all plug in two controllers, then get to the title screen. On controller two, press Start, Right and C simultaneously. A stage select option will appear between the title words. Press Start, Right and C to advance the stage number.

TRUXTON

Super smart bomb

Press Start to pause the game while the skull explosion from a smart bomb is still on the screen. Wait about 15 seconds and then restart (by pressing Start) and the bomb will have a devastating effect on everything onscreen.

TURRICAN

Infinite everything

Place the cursor on "exit" in the options menu and then hold Down while pressing A, B, B, A, B, A, B, A, A, B, A and A for a special menu.

TWIN COBRA

Extra continues

Keep pressing A on the title screen to get up to 14 extra continues.

Ending sequence

From the title screen, press Up, Down, Left, Right, A, B, C and Start. You will now get to watch the excellent ending sequence.

Full weapon power-ups

Pause during the game and press Up, Down, Left and Right. Then hold down A and press Start for full weapons.

Stage select

Press Up, Down, Right, Left and Start on the title screen.

ULTIMATE TIGER

Level Select

Press Up, Down, Right and then Left to on the title screen.

UNIVERSAL SOLDIER

Reveal Bonus Blocks

Enter PWRZS on the password screen to make the bonus blocks visible.

Passwords

Invincibility - RWRZS

Level 2 - CHSGM

Level 3 - MKSNS

Level 4 - SGGBY

Level 5 - JLGPH

Level 6 - JDRSD

Level 7 - PKSND

Level 8 - CWBPN

Level 9 - SFTNP

Level 10 - CMVDG

Level 11 - BYTCM

VALIS 3

Map select

From the title screen hold Up, A, B and C while pressing Start to select a map. When the black screen appears, release all buttons simultaneously. Press Start to change the map number. It's tricky to perform this one correctly first go, so persevere.

Effects select

Press the Up and Left diagonal, A, B, C and Start together to get to a sound effects test option.

VERYTEX

Infinite lives

Hold the buttons A, B and C while pausing the game. Then press Down and Start for an extra life. Continue pressing Down and Start for more lives.

Bonus shield

If you wish to kit your ship out with a shield, hold A, B and C while pausing the game. Hold Right and Start to unpause the game and get the shield.

WANI WANI WORLD

Infinite Lives

When the Sega logo appears, press the reset twice and when you start the game, instead of normal lives being displayed at the top there will be four question marks.

WARPSPEED

Black Hole Locations

Alpha - 1B to Beta

Beta - 7D to Alpha and 3H to Beta

Gamma - 5C to Alpha, 5D to Gamma

and 4B to Beta

Delta - 3C to Alpha, 6G to Beta and 2F

to Omega

Omega - 4B to Delta, 5C to Alpha, 4D

to Epsilon and 3E to Beta

Epsilon - 2C to Alpha

Campaign Passwords

Level 1 - W4D HLX VDX

Level 2 - W6N CWK 1XM

Level 3 - W67 G5R 4DQ

WARRIOR OF ROME

Passwords

Stage 2 - L3FHPOZNGW

Stage 3 - NXDS55JSWF

Stage 4 - O5TOJZSP5B

View ending

Enter the password GREBDQ3QNE to see the end sequence.

WHERE IN THE WORLD IS CARMEN SANDIEGO?

Passwords

Time Patroller - DBH-

BKDB

Time Investigator - XKNBB-

MM

Time Inspector - DND-

KJGD

Time Detective -

RRXKGND

Ace Time Dick - LHMN-

FGF

Super Time Sleuth - MJDF-

SGG

Capture Carmen - MJDF-

PDG

Game Over - JHBH-

HXS

WIZ'N'IZ

New level

There are three levels on the main game: Apprentice, Wizard and Sorcerer. You can, however, enter a fourth level called Super Wizard. To access this level do the following: Press START and pause the game. Now hold down A, B and C. Then press START twice. You should now hear a voice shout 'yeah'. Returning to the options screen you'll now see the new Super Wizard level.

Steps to become a Spellmaster

1. Get a banana and a potato.
2. Make the spell and a hint door will open.
3. Use up all the stars you can and make sure there are no hints available.
4. Stand under the hint door.
5. Press B shortly, and quickly afterwards hold C + Start until you see Hint A blinking.
6. That's it! You now own around 65, 520 stars. You can now buy all the fruit and make all the different spells that you want. Sometimes the stars will disappear; don't worry, you just do the star cheat again.

Final Level Codes

Type in the password HSSN RLII to get 100 stars and to get to the Super Wizard level, type in TRKQ QMSC.

WRESTLERBALL

Extra teams

On the team select screen, hold B and keep pressing Down for four more hidden teams.

Karate team

Enter KW6EN to get the undefeatable karate team.

XENON 2

Indestructibility

Play a game and get a high score, enter ARM in the high score table. Now play another game but get a slightly lower score but still be on the high score table. Enter OUR underneath the ARM and when you play the next game, you will be invincible.

Infinite lives

Carry out the procedure as above but enter the names as OLD and AGE.

X-MEN

Cheat mode city

When the screen shows "Press Start Button", hold A, C and Down on controller one and press Start. Now take out controller one and put it in port two when the picture of Magneto appears. Now press Start and choose your difficulty level and your X-Man. Now will now use the controller in port two to play the game! You will now have infinite health and mutant powers.

Level select

If you put in the cheat above, then go to the danger room in the top right and smash the generator. In this room there are six tiles on the floor, each is a game level. To warp to each zone, stand on each tile and press Down and C to warp to any level!

ZOMBIES**Passwords**

VYTV, VQBB, SDHM, PCFD, VQBB and QNKR.

ZOO**Extra Life**

Pause the game and press Start, Down, Up, Left, Left, A, Right and Down for an extra life.

Small Energy Boost

Pause the game and press Start, Right, A, B, B, A, Left, Left, A and Down for some energy.

Large Energy Boost

Pause the game and press Start, Right, A, Down, A, Right, B, Left, Up and Right for loads of energy.

Level Skip

Pause the game and press C, Right, A, B, B, A, Left, Left, A, Right and Down. Now hold Right to skip a stage or Up to advance a level.

**AFTERBURNER 3****Faster level**

In the option screen, put the view mode on Cockpit and the Rolling Mode to Free. When you take off, if you perform a 45° turn, you'll fly much faster than before.

BATMAN**Level Select**

On the options screen, highlight the driving-only section and press Left on the D-Pad, then press B. Repeat this on all seven of the options. You will need to repeat the operation for a second time before hearing a jingle to confirm the cheat has worked. You can now change the options as you like and press Start and C to select the level.

BLACK HOLE ASSAULT**Secret Animation**

Input your name as **FOMA** and select **BHA**.

Invincibility

Wait until the options screen appears and choose the name entry option. Enter your name as **MUTEKI** and exit the screen.

Now, select operation **BHA**. Enter your name as **MUTEKI** again, start playing and you'll be totally invincible.

Secret game

Enter your name as **AZY** and highlight mission **BHA**. Enter **AZY** and you will enter a game called **Black Ball Assault**.

Hand of God

Enter your name as **BIGNET** and when you fight an opponent, press Start and he will instantly drop to the floor.

CRICK ROCK**Passwords**

Level Two - **GJFKFN**
Level Three - **PDPKKN**
Level Four - **JWNTXF**
Level Five - **TSFVNP**

COSMIC FANTASY STORIES**Enemy Dodge**

Keep pressing Left and Start on player two's joypad during the Mega-CD menu until the Sega logo disappears. Start the game and call up the status map window, press player two's Start button and then player one's start, close the window and you will not come across any enemy in the field. This will also enable you to walk through obstacles. Open the window again and press player two's Start button and the enemy will re-appear. When you die after entering the above commands, hold down Up on player two's joypad and skip through the messages with player one's joypad. Your character will be revived with no hit points.

EARNEST EVANS**Stage Skip**

Whatever stage you're in, freeze the screen and press up, A, down, B, left, A, right and B. Cancel pause and you will have cleared the stage.

Warp

Climb the wall to the left of the starting point on stage six. When you are out of the screen you will warp to the boss on this stage.

ECCO**Passwords**

Undercaves
The Vents
The Lagoon
Ridge Water
Open Ocean
Ice Zone
Hard Water
Cold Water
Open Ocean (2)
Island Zone
Deep Water
Volcanic Reef
Ship Grave Sea
Wreck Trap
Sea of Silence
Deep Gate
Marble Sea
Library
Deep City
City of Forever
Jurassic Beach
Pteradon Pond
Origin Beach
Trilobite Circle
Dark Water
Deep Water (2)
City of Forever
The Tube
The Machine
The Last Fight

GMRIQDCM
IUEINLDP
GRTJZYJF
OVDJDSL
GMYMDSL
GMBRHSU
UKZFHSLS
SYQJHSLZ
CCVFFSLM
ALZBESLS
HPFDLSL
ADLYESLT
NWUGSLU
WJHQGSL
ZSXGSLF
AKNBHSLI
QSOMFSLQ
WBTXFSLV
UNIQFSLN
WADUFSLB
ONNBJPLY
WPVXIPLL
AQZIJPLG
KGKGFJPLK
GZIUJPLR
GAAGDPLP
YLQQZNL
MNEYELLB
SKZNELLO
KANZFLLX

Final Password

Enter this password to get to the end of the game: **QCFWUYHS**

FWA INTERNATIONAL SPEED**Crazy Ball**

Simply enter C, A, B, C, C, B, A and C whilst the intros playing, and if this doesn't work, then try putting it in whilst actually playing the game.

FINAL FIGHT**Rapid Fire**

At the title screen, enter the options and highlight the exit selection. Now press and hold RIGHT, A, B and START.

Best Character

THE most effective character to use is Guy.

Auto Punch

Enter the options screen and highlight exit. Hold down Right, A, B and Start for automatic punching.

HEAVY BOYA**Hidden bonus points**

In a versus battle against an end-of-level guardian, if you manage to kill him without losing any energy, you'll receive a bonus of 1,000,000, a Perfect Bonus Point.

HOOK**99 lives**

In the caves on level five, drop to the bottom of the first pit. At the bottom, walk right, dodging the snakes and bats, and swim under the rocks to where you can collect a leaf and a 3-Up. Allow yourself to be killed, and then repeat the process until you have acquired the maximum of 99 lives.

JAGUAR XJ220**Level skip**

Go to the options screen and name entry. Delete the current name and input **MAR**, then choose World Tour and select your chosen race. When the race starts you should pause the game, then if you press A, B and C at once. You can qualify and the race is won.

KEIO'S FLYING MACHINE**HIDDEN GAME**

To access the hidden game go to the main options screen and press the following on the D-Pad: right, up, down, up, down, up, right, down, left, up and Start.

NIGHT TRAP**Extra Footage**

You have to complete the game first. When you see the words "In Memory of Stephen D Hossefield", press UP, A, A, A, A and A. You'll now go into a hidden sequence.

NOSTALGIA 1907**Skip intro**

Reading all that intro text can get very monotonous after the first time, so here's how to skip it. Turn on and when you see the word "SEGA" press button C. Keep holding it till you see the words "Sur De Wave", the programmers, and the rest of the storyline will be skipped.

PRINCE OF PERSIA**Last Level Password**

Enter: **SKGIFF**.

ROAD AVENGER/ROAD BLASTERS FX**Level select**

From the start, push Up to access the Options Mode, then press A six times and you will hear a chime to tell you the cheat has worked. Play the game as usual and a level select will be offered.

View mode

Access the Options menu as above and press A five times, B five times and then

press A to watch each level being played out.

In-game pause

Again, access the Options menu as before, then press A four times, B once and A once. This will allow you to pause the game while you're playing by pressing Start.

SEWER SHARK**Continues**

Once you have reached the dizzy heights of Exterminator or Beach Bum, pressing A, C and Start on the game over screen will allow you to continue.

SILPHED**Stage Select**

During the opening demo, press Down, Down, Up, Up, Right, Left, A, B and Start during the opening demo. This cheat will only allow you to play on the stage that you have selected.

Revitalise Shield

Press Right, Left, A, Right, UP, C, B, Down, Left, B, A, Up, and Start at the demo. In the game, press button A to restore your shield up by one whole notch.

Continue

When the demo comes on, press Right, Up, A, B, C, Left, Left, Down, C, A and Start. You should now have 10 continues.

Secret Voice Test

At the title screen, move to Option with pad one. Hold A, B and C on pad two and press Start on pad one to get a voice test.

Level Select

When you're on the intro sequence, press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B and START. Now when you get to the start menu, Stage Select will be below the other options.

SOL-PEACE**Level select**

On the title screen, press A, B, C, A, B, C, B, C, B, and A. If you've done this correctly, you'll hear a sound effect. Press Start and go to the options screen. You will now be able to select a starting point and a difficulty level.

Level skip

You can only use the level skip if you enter the level select code first. After doing this, press A, B, and C together to skip any level.

Extra options

On the title screen, press A, B, C, A, B, C, B, C, B, A. Press Start when you hear a little sound effect. Now if you select Config mode, you'll find there are a couple more options, Start and Mode. If you go to Start, you can choose the level which you wish to begin on by moving the joypad Left and Right. Mode allows you to adjust the difficulty level and number of fleets. Change the number of fleets with Left and Right. If you press Right a few times whilst holding A, you get a message informing you of *Muteki* (which means invincibility).

SOMC CD**Level select**

On the title screen, push Up, Down, Down, Left, Right and B to access the level select.

Special level

Go to time attack and play every level. After this, at the options screen there will be something called D.A. Gardens. If you go to this, you will see Sonic's world. You can now rotate and enlarge it, while some birds and Tails fly past.

You can also choose any music from the game.

Level Select

On the title screen, press UP, DOWN, DOWN, LEFT, RIGHT and B. This cheat is tricky to get working, so it's best to press the buttons gently.

THUNDER STORM FX/CODRA COMMAND

Level select

On the title screen, press Left, Right, A, B and C. Now press Left or Right to change the level.

Debug mode

Press Up, Down, Left, Right, B, C and A to watch the animation.

TIME GAL

Passwords

BC 70,000,000	-	BMCFXWRL
BC 65,000,000	-	GJRPQVKS
BC 30,000	-	THMZCYFB
BC 1600	-	RYFGSXDK
BC 44	-	FTGBDQFW
AD 500	-	VSICZKTJ
AD 999	-	CVVZPBMG
AD 1588	-	DRXHTLQJ
AD 1941	-	WBMJRJVH
AD 1991	-	SHKXGJWF
AD 2001	-	XPTMCSHD
AD 2010	-	ZVYFLGQT
AD 3001	-	QWCDHRKT
AD 3999	-	PLQTVMKY
AD 4000	-	LKDWSYF
AD 4001	-	KVGPRZCW

Passwords (Japanese version)

BC 70,000,000	-	DODZILLA
BC 65,000,000	-	DINOSAUR
BC 30,000	-	STONEAGE
BC 1600	-	ELEPHANT
BC 44	-	OSIRIYYA
AD 500	-	HARDWORK
AD 666	-	DEATHOUL
AD 1588	-	SOUTHERN
AD 1941	-	WORLDWAR
AD 1991	-	LANDMINE
AD 2001	-	RECKLESS
AD 2010	-	ASTEROID
AD 3001	-	MURDERER
AD 3999	-	BRANCHER
AD 4000	-	STARWARS
AD 4001	-	THANKYOU

Level select

Go to the options screen and press Up, Left, Right, Right and Up. A chime will sound if this is entered correctly.

WOLF/CRAI

Level skip

On the options screen, press A, B, A, C, A and B where you will hear an explosion. Press any of the following for a level select.

Level 2 - Press Start.

Level 3 - Hold B and press Start.

Level 4 - Hold C and press Start.

Level 5 - Hold B, C and press Start.

Level 6 - Hold A and press Start.

Level 7 - Hold A, B and press Start.

Level 8 - Hold A, C and press Start.

Level 9 - Hold A, B, C and press Start.

It is important to note that you must keep the buttons held down until the level appears, or this will not work!

WOLF/CRAI

Passwords

Dogsville	-	MYSTIC
Dogsville	-	ANKLES
Loony Moon	-	LEDZEP
Planet Weird	-	REEVES
Planet Foggia	-	PIXIES
Planet Kninus	-	WOOPIE



ACTION FIGHTER

Extra Weapons

Enter the code DOKI_PEN. on the name entry section to gain all available weapons.

Helicopter dodge

Turn from a car to a bike and back to get rid of the helicopter.

Invincibility

For three extra lives and invincibility enter SPECIAL as your name.

Passwords

Enter these passwords to obtain all weapons available
DOKI - PEN
GP - WORLD
HANG - ON

AFTERBURNER

Continues to level 17

Turn on the machine and press Pause a hundred times before the demo starts. This will provide you with infinite continues until you reach level 17.

Infinite continues

To get the continue option on dying, press one, two and Up simultaneously.

ALIEN 3

Super flame thrower

You'll only be able to use this cheat if you have a joypad with a rapid fire option. First turn the rapid fire option on. When you use the flame thrower, tap button one very quickly. Now sit back and watch how far the flame goes! The flames will also last much longer than usual.

Infinite continues

Enter the configuration screen, select two players and start the game. Complete level one with player one and let player two die three times on the fans. Now complete level two with player one. Player two will now start again on level one but will be graced with infinite continues.

Infinite lives

Play a two player game, making sure both players obtain a score high enough to appear on the high-score table. When both player's games are over wait for the high score screen and enter ALIEN as the player's names. Now when you go back into the game you'll have infinite lives.

ALTERED BEAST

Extra energy

On the title screen press 1 and the Up and Left diagonal to gain some useful extra bars of energy.

Parameter select

Press Start and B from the title screen to change power, number of lives and various other options.

Extra lives

When the words "Sega Master System" appear, circle the pad clockwise and repeatedly press button one to start the game with five lives.

Extra continues

To continue a second time press the Down Left diagonal and both buttons simultaneously. To continue a third time press Down Right diagonal and both buttons. For a fourth continue press Up Right diagonal and both buttons.

AMERICAN PRO FOOTBALL

Trick tactics

On all levels choose post, corner or bomb pass. However, don't go through with those strategies - run instead. You'll win the games easily with these tactics.

ARCUS ODYSSEY

Character codes

The following codes will select any of the characters during the various levels of the game.

BEAD SHIA

Act twoFA2HAIADRR

Act threeFI4IAIAESB

GJWZAAEKM

Act fourHK3CDIILDO

TQIJLX

Act fiveHL0DAQIPMX

IPUI

Act sixHN0DE5IQVR

RNZ

Act sevenHN0DE5IVWZ

IIXBUYUGW

Act eightKR0DE2IXX5

IJXBU2J0HB

DIANE FIREYA

Act twoGJEIACRT

Act three

GJWZAAEKM

Act fourGIRC-

TQIJLX

Act fiveIISDUX-

IPUI

Act sixIIUHUZM-

RNZ

Act seven

IIXBUYUGW

Act eight

IJXBU2J0HB

ERIN GASHUNA

Act twoHIJAAIAABB

IAABZ

Act threeHIYIAIAGC3

GIEIAAAECA

Act fourHIIAOOIKDK

IL1Q

Act fiveHIKAQYIOUZ

IJCECJIOU0

Act sixHIKEQYIRVC

KICBEPIQ3F

Act sevenHIKEQYIVOH

KICBHIIVWG

Act eightHJKBQYIZPK

KJCBNHIXR

JEDDA CHEF

Act twoGDHAA-

IAABZ

Act three

GIEIAAAECA

Act fourGJECAT-

IL1Q

Act fiveHIKAQYIOUZ

IJCECJIOU0

Act sixHIKEQYIRVC

KICBEPIQ3F

Act sevenHIKEQYIVOH

KICBHIIVWG

Act eightHJKBQYIZPK

KJCBNHIXR

ASTERIX

Infinite Lives

When you reach a special treasure pot, hit it so that the bonuses fly out. Collect the extra life and walk off of the screen, then walk back to the chest and collect another life. Continue this until you have enough lives to complete the game.

Secret Room

On round 1-1, go down the first chimney, but don't jump off the platform. When it falls, walk right to go through a wall into the room.

Secret Room 2

As Oblis on the second stage, jump onto the rotating platforms to the Menhir container, then jump to the platform on top. Do small steps where there isn't grass and you'll suddenly fall into a secret room.

AZTEC ADVENTURE

Level select

Press Up five times before the scroll unwinds on the title screen. When the character throws the cash, press Right

three times. Then press Left and Down when everybody moves to the right. You can now access the stage select and choose the level on which you start.

BACK TO THE FUTURE II

Level skip

At any point in the game press pause then Up, Down to go to the next level.

BART VS

THE SPACE MUTANTS

Access codes

Floor	Code
1	14
2	32
3	11
4	41
5	21

BATMAN RETURNS

Level Select

On the title screen, hold up and buttons one and two for 2 seconds. A blue screen will appear and you should get a level select.

Level select

On the title screen press Up Left Diagonal and keep both buttons pressed down. You can now select which level you wish to start from.

BATTLE OUTRUN

Level select

Turn the power on while you hold buttons one and two. When the title screen disappears let go of the buttons and then press Up. The Up and Down keys will enable you to select the level on which you wish to start.

BLACK BELT

Infinite lives

For infinite lives, start the game as usual but keep pressing button one. You'll be presented with the usual red screen showing lives and levels. As the screen flashes off, let go of button one and press Reset. Riki appears and then proceeds to collapse.

Boss select

On completing the game wait for the final screens to come up and quickly rotate the joypad anti-clockwise as the music fades, while pressing button two. You'll now be able to take on the bosses without playing the entire levels.

BLADE EAGLE 3-D

Level select

Rotate the joypad in a clockwise direction on the title screen to select the level where you'll start the mission.

BONANZA BROTHERS

Invincibility

Get to a location with a rake. Time it so that as you step on the rake and faint, you get hit by an enemy bullet. You will be invincible until you pick up treasure.

Level select

Plug the joypad into port two and hold Up and both buttons, then switch on. The story pictures should now be different when you start. Go into the game as normal and select your character to activate the level select.

BUBBLE BOBBLE

Treasure Chest Cheat

On round 28, don't bubble the ghosts. Instead, go up to the first column and an item should appear. Collect it and a door should appear which takes you up to five treasure chests.

Level select

Enter the code 3V35NLL6 to select any

start level.

Secret room

Reset the game and select one/ two player start. On level one, bubble the first three enemies but don't burst them. Soon they'll turn red - when this happens, bubble them again and repeat, even when Baron Von Bubba appears. After a few seconds, a door should open to a secret room.

CAPTAIN SILVER

Extra continues

To be able to continue after the game over screen press Up and then both buttons simultaneously.

CASINO GAMES

Cash password

Enter the code 8314853112 to gain loads of money. Your name must be MR SEGA for this code to work. Play that charismatic character Charley at poker and keep the stakes high. Win one game to take you over the million mark.

CHOPFLIFTER

Level select

Press Up, Down, Left and Right on the title screen and then enter the player select screen. Repeat the process once there.

Save all hostages

When you lose a life, repeatedly press both buttons quickly to collect all the hostages.

COOL SPOT

Extra lives and shields

On the options screen move the arrow to the music option but DON'T select it. Using the D-Pad press the following: left, left, left, right, right, right, left, right, left, right. You should now be able to select extra lives and shields.

CYBORG HUNTER

Staying healthy

You can keep your psycho and life powers healthy by collecting all relevant objects and heading for the nearest lift. All objects will reappear in their original positions if you emerge from a lift without having gone anywhere. Repeat this as often as necessary.

DEAD ANGLE

Game buster

Ensure both joypads are connected and alternately push Left and Right on both pads while the title screen is displayed. A beep will inform you the cheat is active. You'll have 999 bullets and be able to select the start level and number of lives.

DOUBLE DRAGON

Invincibility

Jump up and down 30 times at the start of level four to make yourself invincible.

Infinite lives

Perform a round-house kick about 35 times to get infinite lives.

DYNAMITE DUX

Bonus stage

At the start of the game you'll see a bald man with glasses sitting down. Jump on his head and jump off again while pressing buttons one and two. This will take you to a bonus stage.

Hidden areas

When you've killed one of the bosses, stay at the top of the road; a road block will appear at the bottom and disappear at the top. This feature enables you to explore other, normally hidden, areas.

ENDURO RACER

Level select

Reset the machine and when the title screen appears, press Up, Down, Left and Right to get a level select.

FANTASY ZONE

Guardian Buster

Use one Heavy bomb on the first boss. One shot and he's dead.

Infinite weapons

If you buy all the engine parts your weapons will never run out and you'll live happily ever after.

Cheap lives

To buy loads of cheap lives, switch on as normal and allow the story line to be displayed. While this takes place, waggle the pad Up and Down over 50 times before starting the game. Collect as much money as you can and find a shop. Buy lives at \$1,000 each. This only works on level one.

THE FLINTSTONES

Level select

On the title screen press Up, Right, Right, Down, Down, Down, Left, Left, Left. Now go into the game and press pause and hold down buttons one and two while pressing one of the following:

Up: Level one Down: Level three
Right: Level two Left: Level four

FORGOTTEN WORLDS

Infinite Continues

If when in two player mode, one of the players dies, press Start a number of times; giving yourself the continues you need.

GAIN GROUND

Level select

Press buttons one, two and joystick Up while turning on the machine. If you hold this combination you'll eventually get to a hidden options screen which lets you select the start level and stage.

GANGSTER TOWN

Infinite continues

When you die and your hat flies off, shoot it to continue the game.

GAUNTLET

Extra continues

After you've used the third continue, plug your joystick into port two and you'll be able to carry on as the other player with a fresh stack of credits.

GHOST HOUSE

Invincibility

Keep jumping onto the arrows fired at you and after a while you'll turn golden and become invincible for a short while.

Freeze enemies

Punching light bulbs will freeze all characters onscreen.

GHOSTBUSTERS

Cash password

Enter the initials DN and the code 3158279632 to start the game with lots of money. Alternatively, use the initials AA and the code 1173468723.

Password dodge

When you get an account number you can fiddle things by altering the last two digits. Increase one and decrease the other. By doing this you can boost your cash to over one million dollars. For instance, if the last two digits read four and five, change them to three and six or five and four.

GOLDEN AXE

Extra continue

On losing all your continues, a further one is awarded if you press the joystick diagonal Up and Left and button one simultaneously.

GOLF MANIA

Extra attempt

Reset when the ball is in flight. Make sure you select the same game parameters. Now continue and you should be back where you were before.

GOLVELLIUS

End-of-game password

Enter the code J7VZ HEQV AWPJ 42S8 36AL PQLH MRLY 0258 to have seven crystals in your possession, allowing you to go to the lair.

Surprise cheat

On the password screen, type in QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQK for a surprise.

Power-Up bonanza

For eighteen lives, the legendary sword, the ring of invincibility, the Remedia shield, some ascent boots, mirror, purple mead and only Govellius to kill try either of these codes:

UPDZ, CPTB, 72CK, XCS2
3PP3, B7NE, MMNA, MOFS, or,

WK4Q, AH85, LDSX, KNGF
Q5N7, 2K3L, 7T5E, QKQL.

GREAT VOLLEY BALL

Best teams

In order, they are USSR, France, USA, Brazil, Cuba, Japan, China, Korea.

JAMES BOND THE DUEL

Level select

Plug the controller into port two and hold down both buttons along with Down Left diagonal on the pad. Now plug the controller into port one and press button one. It's best to use two joypads if possible.

JURASSIC PARK

Final Level Order

Complete each level in this order:

1. Velociraptor
2. Triceratops
3. Brachiosaur
4. Pteranodon

KENSEIDEN

Level select

To get the round selection screen, turn on the machine with buttons one and two pressed. Release the buttons when the title screen appears and press the joystick diagonal Up and Left and button one.

Hidden screen

Climb the Buddha on the first round and when you're standing on his head, push Up to enter a secret room.

KRUSTY'S FUN HOUSE

Level codes

Level 2 - BARNEY
Level 3 - MARTIN
Level 4 - SQUISHY
Level 5 - ELFMAN

Password buster

Enter HPKEITH on the password screen to open all the doors.

KUNG-FU KID

Power-up locations

Get to level five and kick the wall towards the top at the highest floor on the right. You'll find a jug of water which puts the dampers on enemy fireballs. To find a bun for extra energy, go to the wall on the left of the second highest floor and repeatedly kick it until the bun appears.

LAND OF ILLUSION

Tree Cheat

In the Forest, don't go up the tree. Instead bounce off the snake just beside the door and keep pushing right. Climb

up the vine and you'll be at the top of the tree.

LEMMINGS

Level Select

When the lemming pulling the cart appears on screen, press buttons 1 and 2 together on joystick one and rotate the D-Pad clockwise. Go to the main screen and select your choice of game. Choose the New Level box and writing will appear, press left and right to select the level you desire.

LIGHT FORCE

Extra life

On level one, find the two cell walls close to the large brain and fire through the second one at the top to reveal the extra life.

LIGHT CORRIDOR

Passwords

0622	2008	3212
7328	1015	2602
3305	9932	1825
2819	6811	

LUCKY DIME CAPER

Level skip

To skip from level two to three, during level two jump onto the lion's head when he jumps onto the platform. Repeat this eight times to skip.

1-Up loop

On level five as you walk past the area full of caskets you should come across some doors. Go through the second and either smash the crates with your hammer or jump onto them to collect three extra lives. You can return to this room as many times as you like. Once you have enough, exit via the door on the right.

MARBLE MADNESS

Level select

On the option screen set the following parameters: Test FX two, Test Music five. Move the pad to level select and you'll find that you can.

MASTER OF DARKNESS

Level select

On the title screen, press the Up Left diagonal and keep both buttons held down until you see the cheat screen appear. You will now be able to change the round number, the stage, number of lives and even the collision detection.

MIRACLE WARRIORS

Obtain all keys

To get all the keys, go to the bottom left of the map around the large desert. Now press button two and a menu should appear with the name of a spell. Enter the spell you haven't used yet and you'll be transported to a cave. Locate and open the chest, defeat the guardian then choose one of the three keys. Repeat the procedure two more times to get the remaining keys.

MOONWALKER

Level select

On the title screen press Up, Left, A and Start on controller two, quickly followed by pressing Start on controller one.

MORTAL KOMBAT

Blood code

Go to the ethical code screen and press Two, One, Two, Up and Down for the blood to be included.

Special Moves and Fatalities

SONYA BLADE

Scissor Attack: Press DOWN and buttons 1 and 2.

Projectile: BACKWARD and button 1. Flying Kick: FORWARD, BACKWARD and then button 1.

JOHNNY CAGE

Shadowkick: BACKWARD, FORWARD

and then button 2.

Fire Ball: BACKWARD, FORWARD and then button 1.

Special Punch: Button 1 and button 2 quickly.

Fatality: FORWARD, FORWARD, FORWARD and then button 1.

LIU KANG

Super Kick: FORWARD, FORWARD and then button 2.

Fire Ball: FORWARD, FORWARD and then button 1.

Fatality: BACKWARD, BACKWARD and then DOWN.

SCORPION

Hook: BACKWARD, BACKWARD and then button 1.

Invisibility: DOWN, BACKWARD and then button 1.

Fatality: Block and then hold button 1 down and press UP two times.

RAYDEN

Flying Attack: BACKWARD, BACKWARD and then FORWARD.

Electricity: DOWN, FORWARD and then button 1.

Invisibility: DOWN and then UP.

Fatality: FORWARD, BACKWARD, BACKWARD, BACKWARD and then button 1.

SUB-ZERO

Slide-Kick: BACKWARD, BACKWARD and then buttons 1 and 2.

Iceball: DOWN, FORWARD and then button 1.

Fatality: FORWARD, DOWN, FORWARD and then button 1.

MY HERO

Extra lives

You can earn several extra lives by jumping over knife and bomb throwers and then punching the guys in the back. Also, at the end of the first level, trip up the first three dogs and jump over the last one for a handy extra life.

THE NINJA

Bonus points

Get a hit ratio of 100% (not impossible) and you'll receive a massive 50,000 points bonus.

Scroll locations

Scroll one – find it on the first round after killing the transforming ninja.

Scroll two – on round four, shoot the bottom of the statue five times.

Scroll three – on round six, cross the last bridge on the left and walk straight to the tree above the first samurai home next to the wall.

Scroll four – find it on round eight. Go into the top of the last garden on the right and repeat the process you used to find scroll three.

Scroll five – the final scroll appears in round nine. Keep to one side when reaching the top of the wall but don't kill the ninja immediately. Wait for a while and the green scroll will appear; collect this and you'll receive instructions as to how to enter the temple.

Fighting technique

Walk backwards whilst dodging from side to side and pressing the attack button to sustain minimum damage.

NINJA GAIDEN

Infinite stars and fireballs

Wait until ninja boy has got 999 combat points before using any ninja stars.

PAC-MANIA

Secret level

To access the hidden level, eat all the dots while leaving the power pills. An object will appear in the middle of the screen – eat

this and you'll be transported to the secret level.

POPULOUS

Password buster

Level	Code
0199	– KILLMEHILL
1999	– ALPDEEND
2999	– SADENG
3999	– SUZLOPDON
4999	– KILLOGOAL

POSEIDEN WARS

Extra continues

When you lose your last life press Down, Down, Down, Down, Right, Right, Right, Up, Up and Left to continue.

POWER STRIKE

Extra lives

On the title screen push the pad Down, Right, Down, Down, Left, Right, Up, Right and button one twice to get ten extra lives.

PREDATOR 2

Passwords

Level 2	– SPOGURD
Level 3	– ROTADERP
Level 4	– SEGATSOH
Level 5	– NAGIRRAH
Level 6	– LAICIFFO

PRINCE OF PERSIA

Passwords

2	– GJKIEV
3	– GIHHGP
4	– LNHMH1
5	– HHKHCR
6	– LKMKFG
7	– JHGHCP
8	– MJEJEW
9	– OIJJEC
10	– KFHGZL
11	– UOOPID
12	– RKJLEJ
13	– NFGBBK
14	– VMMIIT

PSYCHO FOX

Level warp

At the top of the tower of Spring boards is a warp. Choose a tube and as you descend you'll appear on a particular level.

QUARTET

Bullet size increase

On the title screen press pause fourteen times and your bullets will become larger making it much easier to hit the targets.

Level select

On the title screen press Up on controller two then press pause on controller one 12 times. Now press button one and select your starting level.

R-TYPE

Invincibility

Before you turn the power on, hold the diagonal Down and Right on joypad one and the diagonal Up and Left on joypad two. Turn on and wait for the logo before you let go of the buttons. You'll now be invincible!

Extra credits

First, use your 12 credits and when the continue screen appears, rotate the joypad anti-clockwise to enter a sound test menu. Push button two and Left to reveal 95. Rotate from 95 to 00 pushing button one after each number and pausing briefly on each sound. At 00 press one and start rotating the joypad clockwise. Now sit back and watch those credits increase beyond your wildest dreams.

Bonus level

At the end of level four, you'll find a screen packed with green dots. About halfway through this mess there is a gap in the landscape. Fly up into it and you'll be transported to a bonus level.

RAMBO 3

Infinite bullets

If you have the rapid fire module, you'll have infinite bullets.

RAMPAGE

Infinite lives

Wiggle the directional pad clockwise and press buttons one and two simultaneously.

Infinite continues

When the game over message appears onscreen, press both buttons and you'll start the game at the beginning of the level you just completed.

RASTAN

Infinite continues

When the Sega logo appears, hold down both buttons and push the Down and Left diagonal to gain infinite continues.

ROBOCOP VS TERMINATOR

Weapon select

Start the game as normal, then press pause. Now press up and 1, up and 2, up and 2, up and 1, down and 2, down and 1, down and 1, down and 2. After this you can cycle through the weapons.

Extra lives

Again pause the game and press up and 1, down and 1, down and 1, up and 2, down and 2, up and 2, up and 1, up and 1. You'll now have 9 lives when you unpause the game.

Level skip

Pause the game and press down and 2, down and 1, up and 2, down and 2, down and 2, up and 1, down and 2, up and 1. Unpause the game to skip a level.

ROCKY

Little Injury

Before you ride, press Up, Down, Left, Right and Button two. Do this after you have fought as well and you will be able to get through the game with very little injury.

SECRET COMMANDO

Continue option

Both players must hold down both buttons on the joypads and continually press Left and Right for a continue option. This works after level three.

SHINOBI

Level Select

Press the joypad diagonal Down and Left together with button two and you'll be able to select the starting stage.

SONIC CHAOS

Invincibility

If you choose Sonic and press up and jump. Keep on pressing jump and holding up until Sonic starts glittering. He will be invincible until he stops running his fastest.

Level Select

On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2 and then 1.

SONIC THE HEDGEHOG 2

Level select

Plug the control pad into port two and press Up Left diagonal and buttons one and two. Turn on the console whilst holding down these buttons simultaneously. Now wait until Sonic has run completely across the screen and then plug the controller into port one. Press button two twice and the level select screen will appear.

SPACE HARRIER

Extra continues

To get extra continues, move the control pad Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down and Up from the title screen.

Sound test

Call up the sound test with the sequence Right, Left, Down and Up from the title screen.

Difficulty option

Get to the sound test menu and select tunes 7, 4, 3, 7, 5, 8 and 1. You'll now be able to set the game difficulty.

SPELLCASTER

Password buster

To get near the end of the game and avoid having to embark on your epic journey of the universe, use the following cunningly-crafted (and totally unpronounceable) password:

pljDjZK09mZpeEIjioxoGUHC.

SPY VS SPY

Easy win

Find the airport room first. Wire up all the doors in that room with booby traps and wait for the other player to collect all the items. When the other player tries to get into the room, he'll set off a trap and drop all the goodies. You can now go into the room and pick them up before flying off to the next embassy.

STRIDER

Level skip

To skip to level two, press button one when the title screen appears. When the next title screen appears, hold Up, One and Two.

To skip to level four, wait until the title screen appears, then hold down right and press both buttons.

SUPER MONACO GP

Level codes

2	– AZNM JDBZ
3	– DHMT VSJS
4	– ZZEE HYOT
5	– EXIP OONJ
6	– JYZH WOEL
7	– CQAZ AQLV
8	– ZPIE VTLE
9	– DIJT VGNX
10	– HYSF WJKS
11	– RCQO TDFT
12	– CRWZ OBJM
13	– BTMY VBJP
14	– ZXDE VHLY
15	– EDWP WCCJ
16	– EDYP WWWO

SUPER TENNIS

Perfect serve

When you serve, go to the bottom corner and keep hold of button one. This gives perfect serves unless you're on a level higher than two.

TAZ-MANIA

Infinite lives

On level one, collect a 1-Up in the first set of clouds and then another at the end of the level. Kill yourself and repeat the process until you have enough lives to finish the game.

TEDDY BOY

Level select

On the title screen press Up, Down, Left and Right. When the new screen appears press Up then Down nine times and use button one to choose the start level.

Continue mode

On the option screen press Up, Down, Left, Right, Up, Down, Left, Right. Play the game then when you lose your last life go back to the option screen and select continue, B and "YES".

TENNIS ACE

Password busters

Try any of the following passwords to get

ENTER VIRTUAL REALITY IN OUR STUNNING PLAYABLE DEMO!



THE LAWNMOWER MAN™

MEGA POWER #16 ON SALE NOW!

the better of your opponents:

ERVO URSM WRHB OKRF – all your scores are set at 30

EZCV FHAM WPBB OKRF – Italian singles final vs Noah

EBRO FKJM WWBB OKRN – French singles final vs Noah

NKOF VVLG LKGS FCKK – doubles final vs Noah and Becker

THE TERMINATOR

Level select

On the main *Terminator* title screen hold down button two and press button one once. The screen should turn black. Now press Left, Left, Up, Up, Right, Right, Down and Down. Two zeros will appear on the screen and pushing Left or Right will toggle between the levels.

THUNDERBLADE

Invincibility

Press Up, Down, Left, Right and button one to become invincible.

THUNDERBLADE II

Extra continues

When the game over message appears press button two, Down and Right.

TIME SOLDIERS

Invincibility

In a simultaneous two player game, one of the players can walk off the back of the screen and become invisible and – better still – invincible. The player offscreen can still destroy enemies, though.

TRANSBOT

Options menu

Switch on the console with button two and down depressed. After a few seconds some options will appear. Press Up for infinite lives, Down for infinite weapons, Left for power and Right to cycle through weapons. Push button one on pad two to continue.

VIGILANTE

Level select

To select any level, press the Up and Right diagonal on the joypad and buttons one and two. An option will appear allowing you to start on any level.

WANTED

Level select

Shoot the title screen by pressing fire. Then, while pressing Pause, shoot either of the two exclamation marks (!) at the bottom right of the screen that make an appearance. When the round selector eventually appears, simply shoot the number of the round that you wish to enter.

WIMBLEDON

Bonus points

To add 52 points to your player in Tour mode, enter either of these codes:

Enter: **JJI AAH FHI EFJ DER XHA**

Level password

To begin in Australia having already won the American and Australian cup, enter the following code. You'll also be able to put your speed, power and skill up to the maximum of 20 and still have 27 points left over.

Enter: **IJJ WUT RQM**

WOLFCHILD

Level select

Enter this code to take you to the stage select screen: **J8TPR**

WONDERBOY

Level skip

Press button one on the title screen and then twice more. Now press button two twice and hold both buttons together. Press Up to skip a level.

WONDERBOY II

Extra gold

Plug in control pad two and press either button one or two 45 times. You'll receive 45 more pieces of gold. Carry on if you require more!

WONDERBOY III

Lots of Treasure Chests

Be anyone except Lizard-man and go to the Lizard-man's Sphinx past the pyramid and into the door. Chop away at the bricks and fall down into the darkness to reach the treasure chests.

Legendary weapons

Enter **9JC5 YXH XN4U HT2** to get the legendary weapons.

Resurrection

If you die wearing Hades armour you'll be resurrected.

Full power

Enter spaces as the password and you'll start the game with all available weapons, armour and stones.

Level passwords

1WZ4 JHO 289Y 5BX (lizard man)
NFKU 1EO 403P X88 (Lizard man)
2CKF 3L4 894Z A5F (Mouse man)
2CKF 3MO 8GEU U7J (Mouse man)
YF3U 5DW CR1A ED7 (Mouse man)
2CKF KKO 8RGP V9J (Piranha man)
LI24 C14 ER2N 4E4 (Mouse man)
84FD 5M4 B9PB 86N (Lion man)
YF3V 5CO CRVF NC9 (Mouse man)
ZP3K N4L DA1F TV7 (Hawk man)
2CKF 7PL 8T4J 27A (Mouse man)

WONDERBOY IN MONSTERLAND

Extra money

Plug a controller into port two and press button one to bring up the status screen. Each time you do this, you add an extra gold coin to your tally. Repeat the procedure as many times as you want.

ZILLION

Hidden rooms

When you reach a dead end, shoot the wall in front of you up to 15 times to reveal a hidden room.

Extra continues

On losing your last life press button one, two and Up to continue where you left off.

Invincibility

Enter a **MAP** command into the computer and go to room D3, but don't collect any Opa-Opas on the way. On the top level, shoot the furthest cylinder to the right to reveal an Opa-Opa. Collect this and your life gauge will go to 720. Go half way off the screen making sure the lift is still visible, then enter the lift letting the yellow barrier reduce your life to 120. Immediately pull the joypad down and return to the start room. Your life gauge should now read 000 and you should be invincible.

ZILLION 2

Continue option

When you die, press buttons one, two and Up. You will continue from the level on which you died.



ALIEN 3

Additional ammo

Enter your name as **CHEAT** for more ammo.

AX BATTLER

Passwords

Firewood City — **JMLO BFKC DLEC**
EAPI
Turtle Village — **PIPF OEBA ODGA**
IIKO
Sand Marrow — **OOBK CBPM IMAM**
NBLP
Holm Stock — **EEAP IKLN LMPE**
CNOG
Brookhill — **AFPL JLNJ OMEM**
PGJK
North Valley — **LGEC CLBP BIOP**
NICD

CASTLE OF ILLUSION

Extra life

Collect the dancing A from the coffee cup screen on level four. Exit, climb the ladder to the left until you get to a room with two insects, a button and a barrel. Lob the barrel and button at the insects to kill them. The button disappears but you may use the barrel to climb up the ladder to the right. The next screen has an insect. Kill it and continue right until you reach a second dancing A. Pass it and keep going until you encounter a drop. You can just fit through it. Jump up so that you can land on your bottom.

Secret Route

Go down the slide nearest to the end of the level in the Clown section. Instead of jumping onto the second landing down, you can eventually jump to the top landing. Here you'll find a treasure chest. Throw it and it opens revealing a coin. Collect this, then run to the wall at the end of the landing. Jump into the wall, and you'll end up near the policeman, a guardian to the main guardian, the Clown!

CHASE HQ

Extra continue

If you bash into the oil barrels on round two, you'll gain an extra continue.

CHUCK ROCK

Passwords

Level 2 — **7G09M**
Level 3 — **NN6E3**
Level 4 — **84AKC**

CLUTCH HITTER

Infinite strikes

Select a left handed pitcher and put him on the opposite side to the batsman. Place the catcher halfway behind the batsman and throw the ball while spinning it towards the batsman to get a strike every time.

COLUMNS

Alternative ending

Go to flash mode and select a block starting height of nine. Choose your difficulty level and start the game as normal. Purposely end the game. When the flash mode demo ends, there'll be a different ending.

DESERT STRIKE

Level Codes

Mission **Code**
2 **CJUEJFD**
3 **GGSIJFE**
4 **EGLMKOH**

FANTASY ZONE

Config mode

On the title screen, press Up, Right, Down, Left, one, two, one, two and start

Continue Mode

Wait for the "Game Over" screen to fade and go into the title screen and hold Up and button one, then start the game. You will start on the stage where you died.

Collecting points

All the hamburgers you get to shoot in the first 30 seconds of level one turn into big rotating coins worth 1,000 gold pieces each. Well worth shooting, you'll doubtless agree. The shop appears after you've amassed 2,000 points, so you've got to be quick collecting the points and then heading for the shop.

GLOBAL GLADIATORS

Level select

On the options screen move the arrow to the second option. Then use the D-Pad to input the following directional sequence: left, right, left, right, left, right, right, left, right. You can now select a level.

HEAVYWEIGHT CHAMP

Power punches

On the speed select screen, hold down one and press Left, Right and finally Left again.

JUNGLE BOOK

Level Select

Circle the pad clockwise by holding 1 and 2 and start and you will hear a little noise. Press start again and you can now select levels to your hearts desire.

JURASSIC PARK

Final Level Order

Complete each level in this order:

1. Velociraptor
2. Triceratops
3. Brachiosaur
4. Pteranodon

KRUSTY'S FUN HOUSE

Codes

Level 2 — **SELMA**
Level 3 — **SCRATCHY**
Level 4 — **SKINNER**
Level 5 — **GROENING**

Password buster

Enter **TRACY** to open all the doors.

LEMMINGS

Level Codes

Level **Tricky** **Taxing**
Mayhem
1 **RCEOJTHO ECWMZGTM**
GGFOYQBC
2 **YQSDGSNU ZSFKUJSF**
FLWNCXPG
3 **JTHPGFDY LXPFGDYR**
FECWMYRD
4 **RDHPGFEC CFKUJTJT HOEB-**
VKUI
5 **WMZSEJTG GMYRCFKU QBCEJ-**
SEI
6 **MZTHPGGF JTHPEFCX RDHPG-**
GFE
7 **DZSEIRCE PFDZSFLX CXOEB-**
VKU
8 **IQSCFKVL DECWMZTG IQABDH-**
PF
9 **WMYRDGMY NBUJSFLW DYRC-**
JTG

10 RDGMZSFK MZSFLWMY NCXOE-
BUJ
11 VLKODZTH RLFKUJSE
THOECXPF
12 PFECKPFE IRCEJSEJ DYR-
CEIRD
13 BUJTHOEC SEJTHOEC GNB-
JTHO
14 XOECWNBW WMYQBOMG DZS-
FLXPF
15 JSFKVKUT YQAAAAAB
DZTHODZS
16 THODZTGM DHODYROG EJTH-
PFDZ
17 YQBCEIRD NCWNCWMY SFKVL-
WNC
18 HPFDZTHP QAABDHG
XPFDYQBN
19 FEBVLWNB GGGFDYQA
GNCWMZTH
20 UJTHPFEL AABDGMYR
ODYQBCFL
21 WNCWNBLD DHODYQAB
XDECWYQ
22 WMYRCEJT DHODYQB
BCFLXPGF
23 GNBUIQAA GNCKPGGG EBVKVL-
WM
24 ABDGMZTA GFDZTHPG YRDGN-
BVK
25 ODYRLEJS GFECWMYR VKUJS-
FLX
26 FKUIQBDG CEIQABDG PFDZTH-
PF
27 NBVLXPGG NCWYRCEA DZTH-
PGFD
28 FDYQBDGN IROHDDZS
YRCFKVLW
29 BVLWMZTE EJTGMYQB
NCWNCWNC
30 NBUIRDHO DHODZTHP WMZTH-
PFE

LUCKY DIME CAPER**Unlimited lives**

When you lose your last life and the continue screen appears, push Down and button one simultaneously. You'll continue the game on the level where you died, and you'll now be armed with unlimited lives.

MICRO MACHINES**Win Every Race**

On the first level, after qualifying in challenge mode, drive the wrong way around the track. After one lap, you should hear a tone to confirm that the cheat has worked. From now on, you will appear in first position after every race regardless of where you finished.

Winning Bonus Points in the Head-to-Head against the Computer

When the two cars start to pick up speed, slightly nudge your opponent. Now pull out directly in front of him and press button two to brake. He will now crash into the back of your car, leaving you free to press button one and accelerate away - leaving him far behind and earning yourself a bonus point. This tip works best on a long straight!

MORTAL KOMBAT**Blood code**

Go to the ethical code screen and press two, one, two, down and up for the blood to be included.

NBA JAM**Power Ups**

You should put these combinations in on the Match up screen.

Defence 5 taps
Intercept Rotate pad and 15 taps or more
Percent Display 2 taps, down and fire

2 Turbo 15 taps or more and
left
Dunks 13 taps and rotate
Fire 8 taps, up and fire
2

Secret Heads

Input these codes for some new player heads:

MJT 1,2,up and Start
AIR 1,2 and Up
SAX 1 and Left
UW 1, Start and Up
NET 1,2 and Down
ARK 1, 2 and Up
QB 1 and Down
ROD 1 and Up
CAR 1, 2 and Left
RJR 1 and Up
SAL 1 and Left

NINJA GAIDEN**Password buster**

The following are codes to get to higher levels in the game:

NINJA - level 2 GIDEN - level 3
DRGON - level 4 SWORD - level 5

Invincibility

To become invincible, enter the password NODIE. Then go back to the title screen and start the game.

Credits

During the password screen, enter MONTY. This will enable you to see the list of staff names.

OUTRUN**Invincibility**

Set the cursor to one Player, hold down left, buttons one and two, then press start. Your machine can now drive through other vehicles and obstacles. It is also not affected by time over.

Infinite time

Hold down diagonal Left, one, two and Start, then start the game.

PENGU**Level select**

Press and hold the Up Left or Right diagonal, then hold buttons one and two and press Start. The level select will be yours along with seven lives.

PSYCHIC WORLD**Level select**

To choose which level you start on and also hear the game's sounds, hold down the Left and Up diagonal, one and two during the title screen. Then push Start.

PRINCE OF PERSIA**Codes**

Level 2 - EIKGDP
Level 3 - ILLKGE
Level 4 - LMJMIK
Level 5 - HGFIDN
Level 6 - IFGIDO
Level 7 - MIMLGC
Level 8 - KELIDU
Level 9 - NFOKFF
Level 10 - LCJHCP
Level 11 - OEMJEB
Level 12 - PEJKEA
Level 13 - PDHJDV
Level 14 - QDGJDV
RASTAN

Infinite continues

To continue the game after you've been killed, press Up and Start simultaneously.

SHINOBI**Extra life**

There is an extra life in the second part of the woodland level. Go to the top of the

tower where the pole sticks up in the air. Stand on the right of the pole facing left, jump up and fire. An extra life will appear for the taking.

Best path

Tackle the levels in the following order: Highway, Harbour, Valley, Woodland.

Level Select

Pushing Down and pressing button two on the title screen of this excellent hand-held ninja game when the complete ninja face is showing, reveals the ingenious level select.

SHINOBI II**All Characters Password**

Go to the password screen and enter: F5958

When you start the game you will have the yellow and blue crystals with all the characters.

SHINOBI III**Level codes**

Pink - C0444
Blue - 50858
Yellow - 10373
Green - B02F2
Pink Crystal - FD9D8
Blue Crystal - D4939
Yellow Crystal - F5958
Green Crystal - BF26A
Enemy Base - BF26A

SLIDER**Level codes**

Following are all the codes for the last 50 levels:

AGAG - 50	JGJI - 51	APAP - 52
JPJB - 53	AGCI - 54	JGLK - 55
APCB - 56	JPLD - 57	CGAI - 58
LGJK - 59	AEEI - 60	JENK - 61
ANEB - 62	JNND - 63	AEGK - 64
JEPM - 65	ANGD - 66	JNPF - 67
CEEK - 68	LENM - 69	AGEK - 70
JGNM - 71	APED - 72	JPNF - 73
AGGM - 74	JGPO - 75	APGF - 76
JPPH - 77	CGEM - 78	LGNO - 79
EAAE - 80	NAJG - 81	EJAN - 82
NJJP - 83	EACG - 84	NALI - 85
EJCP - 86	NJLB - 87	GAAG - 88
PAJI - 89	ECAG - 90	NCJI - 91
ELAP - 92	NLJB - 93	ECCI - 94
NCLK - 95	ELCB - 96	NLLD - 97
GCAI - 98	PCJK - 99	

SONIC CHAOS**Level Select**

On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2 and then 1. Press Start at the end of that.

SONIC THE HEDGEHOG 2**Level select**

Before switching on hold the Left Down diagonal and both buttons, then press and hold Start simultaneously. Switch on while still holding all the buttons and wait until

Sonic has run right across the screen then press Start again and a level select screen will appear.

SPIDER-MAN**Hidden Game**

Hidden deep within the game of *Spider-Man* is a *Pac-Man* game. To access it, you first have to collect the key from Electro's Power Plant. Once done, drop down the left side of the screen, and you'll see a Game Gear appear. The next time Peter's room appears, press A and get chomping those dots.

STREETS OF RAGE**Level Select and Invincibility**

Select tracks 01 then 11 on the sound-test screen, then press buttons one and two simultaneously for the options to appear.

Extra continues

On the game over screen press Left, Left, B, B, B, C, C, C and Start. You'll now be able to continue from where you left off.

SUPER MONACO GP**Corner taking**

When going around corners, let go of button one and rapidly press it instead. You'll stay on the track while keeping a constant speed.

Final sequence

Go to the password screen and select World Championship mode. This will take you to the final screens. Also input CHAMPION on the same screen.

TAZ-MANIA**Extra lives**

On the first level spin all the way to the opening, but don't jump down. If you're far enough ahead of the bomb, walk back and a heart should appear. You must walk to the very edge for the cheat to work. On the ice level, wait until the guardian is small and squash him, you'll be rewarded with another extra life.

THE TERMINATOR**Level select**

Keep circling the control pad anti-clockwise while holding button two and a level select will appear.

WIMBLEDON**Maximum Everything!**

Enter the codes JIG/QES/TGB/UDI.

WONDERBOY**Level skip**

Press Down and Start on the title screen. Then push Up on the joystick to choose the starting level.

Run faster

To make Tom run faster, press and hold buttons one and two simultaneously and press right. If you want to attack something, press button two.

BUSTERS

Send your tips and cheats to Busters, Sega XS,
Paragon Publishing, Durham House,
124 Old Christchurch Road, Bournemouth,
Dorset BH1 1NF.



XSCODES

How we manage to cram all the codes into this section is still a mystery. Here you will find all the best codes for the Datel Action Replay and Hornby Hobbies Game Genie. No other magazine regularly prints ALL the codes you will ever need. Every code printed here can only be used with the relevant device. You CANNOT press F, F, 1, B, Ø, 4 on the joy pad – just in case there were any of you still trying to get them to work. You MUST have an Action Replay, or a Game Genie, to make full use of these codes. Both devices are available from our Super Savers at the back of the magazine.

AFTER BURNER
002D506004: Infinite lives.
00381C600A: Infinite missiles.
ALADDIN
FF72A700E3 - Infinite lives.

Alicia DRAGON
FF01A3000X: Where X is a level number, you start from this level.
FF00220010: Friendly monster energy meter does not decrease.
FF00C2000A: Infinite energy.

ALIEN
FF08450099: Unlimited machine gun rounds.
FF08470099: Unlimited flame.
FF08490099: Unlimited Mortars.
FF090B0009: This parameter is for infinite lives.
FF0811000X: X is the number of prisoners to collect
FF08130002: Level select, you must start the game and lose a life before correct level is selected.
FF08670059: Infinite time.
FF08670059: Infinite missiles.

ALIEN STORM
007C520000: Special attack does not lose energy.
00C7CE4E75: Normal attack does not lose energy.
003A2E6002: Unlimited credits.
00A7546002: Aliens do no damage.

ALTERED DEATH
002C58603E: Almost invulnerable.
002F6A602C: Infinite lives.
0037185668: First ball turns you into the beast.

ARIEL THE MERMAID
FF8000000X - Level select. You should replace the X with the level number, from one to seven.
FFA6140005 - Unlimited Digger Fish.
FFA61F0004 - Infinite Tries.
FFA6100016 - Infinite Super Weapon.
FFA60E0005 - Infinite Keys.
FFA60D0099 - Infinite Treasure.
FFA6120005 - Unlimited Flounder.
FFA6140005 - Unlimited Sebastian.

ARROW FLASH
00A674000A: Ten special weapons per life.
00BAD66004: Unlimited special weapons.
0054326004: Unlimited lives.
000438000X: Use a number in place of X to select a level number.

ATOMIC RUNNER
FFC321000F: Infinite continue.
FFC3230004: Infinite lives.
FFC3240001: Invincibility (Death can still occur by falling).
FFDD0D000X: Size of shot (X is 1-4).
FFDD1A0010: Super high jump.

BART VS THE SPACE MUTANTS
FF01B70002: Infinite energy.
FF01B40004: Infinite lives.
FF01450010: Infinite money.
FF01A40001: Infinite spray cans.
FF01A70004 - Infinite Cherry Bombs.

BATMAN
FFFE320007: Unlimited lives.
FFFE340009: Unlimited batarangs.
FFFE380001: Unlimited guided batarangs.
FF431C0006: Infinite lives.

BATMAN RETURN
FFFE320003: Infinite lives.
FFFE34000A: Infinite batarangs.
BATTLE SQUADRON
00EF960000: Infinite lives.
00365E0000: Infinite smart bombs.
00D4F46008: Don't downgrade weapons.

BATTLETOADS
FF04600005: Infinite lives.
FF00070017: Infinite energy.
FFDF020000: Lose energy from one hit.
BONANZA BROTHERS
0053446068: Infinite lives for red player.
0053D0606C: Infinite lives for blue player.
0104580005: Five minutes per level.
01066A4A28: Infinite time.

BOSSY
FF023B0009: Infinite lives.
FF024900XX: Level select replace XX with Ø-13.
FF00E90059: Unlimited time.

CADASH
FF0E510099: Can be used for a fighter or a mage, it keeps your health at 153.
FF0E570099: If you're a mage, it keeps your magic at 153.
FF0A7B0002: This will give you unlimited continues.
FF0E930009: This will give you a constant nine healing herbs.

CHESTER CHETAN
FFF81E0004: Unlimited energy/lives.
FFF82100XX: Replace with number of badges.
FFB3FD0005: Stage select.

CASTLE OF ILLUSION
FFF3250003: Infinite lives.
FFF3230003: Infinite energy.
FFF3210005: Infinite items.

CRACK ROCK
FF06D10003: Infinite lives.
FF06D50007: Unlimited energy.

COOL SPOT
FF078A0039: Increase cool % last.
FF078C0035: Unlimited lives.
FF07700001: Invulnerable.
FF51200000: Higher Jump.
FF57C00008: Unlimited power.
FF07140031: Stop the timer (turn Action Replay off at the end of each level).
FFF5E00007: Infinite energy.
FF07140038: Infinite time.
FF777000CD: Slows timer.

CRUE BALL
FF8439000X: Volume level select (Ø-9).
FF843B000X: Score multiplier (Ø-5).
FF843D0001: Infinite balls.
FF843F000X: Number of extra balls (Ø-5A).
FF8443000X: Number of times 50K is shot (Ø-3).

CYBERBALL
0095D49999: Player starts with \$999,900.
0095EA9999: Player one in a two player game starts with \$999,900.
0095F09999: Player two in a two player game starts with \$999,900.

DARK CASTLE
FF130B0003: Infinite lives

DESERT STRIKE
FF10B70003: Infinite lives.
FF10AB0064: Unlimited fuel.
The following codes cannot be used when you have entered a password.
FFACDC00XX: Armour X256. (XX ranges from 0-FF).
FFACDD00XX: Armour X1. (XX ranges from 0-FF).
FFAED9009A: Unlimited chain guns.
FFAEDD0026: Unlimited Hydras.
FFAF1D0008: Unlimited Hellfires.
FF10AB0064: Unlimited fuel.
095F8C1388: Gun capacity is 5,000.
0049BE0000: Helicopter consumes no fuel.
006AA4A79: Infinite lives.
00689C4A79: Unlimited fuel.
0049D07FFF: This parameter will start the game with 32,767 armour.
095FCA0190: Hellfire inflicts 400 points of damage.
00D55A6002: Unlimited capacity on all weapons.

DICK TRACY
04D82400XX: Change XX to start with different values. Try 04D8240063 for 99 lives.
05BAA26024: Almost invulnerable to enemy attack.
086464E71: Infinite time.

DIZZY
FF81490002 - Infinite lives.
EA HOCKEY
00C0080000: Freeze game timer.
009A706002: Freeze penalty timers.
FFD99D0000 - Computer Stays with no Goals.

ICCO THE DOLPHIN
FFB6360003: Unlimited air.
FFB6350038: Unlimited health.
FFB7FF0000: Invincible to crushing walls on last level.
FFB7C20000: Ignore water currents.

ISWAT
0019604E71: Infinite lives.
0017C20000: Use with the next two codes. This will make you invulnerable.
001A284E71: Use with above and below codes.
00258C6002: Use with both above codes.

ETERNAL CHAMPIONS
FFABEF0068: Infinite energy player 1.
FFAABB0068: Infinite energy player 2.

FABRY TALK ADVENTURE
006176XXXX: Julian starts with XXXX amount of coins.
006170XXXX: Julian starts with XXX kindness points.
01063E6006: All items are free.
0029E46002: Swimming no longer causes any loss to your vitality.

FANTASIA
005D54103C: Gives energy instead of removing it.
005D584E71: Used in conjunction with above code.
0062284E71: Infinite large magic.
0062504E71: Infinite little magic.
FF07D90004: Infinite strength.
FF07DB0003: Infinite dreams (lives).
FF08370003: Infinite magic paints.

FATAL LABYRINTH
00A8E50000: Start with 5,000 hit points, use code below as well.
00A9050000: Use with the above to start on 5,000 hit points.
00996C0016: Almost infinite hit points.
0070107C14: Restore hit points at a super fast rate.
005000000X: Kill most enemies with one attack.

FATAL REWIND
FFFE210002: Infinite lives.
FIFA SOCCER
FFFC470000: Player 2 can't concede a goal.
FFFC490000: Use with the code above.
FFFC470000FFFC490000 - Can't concede a goal (must score to win!).

FLASHBACK
FFD3D70005: Infinite shields.
FORGOTTEN WORLDS
FF11090028: Makes player invulnerable.
FF1A470028: Makes player two invulnerable.
FF11060099: Increases the intake of Zenny for player one.
FF1A440099: Increases the intake of Zenny for player two.

GADGET TWINS
FF08B70003
FF08BA0003 - Invincibility.
FF0389000X - Level select. Replace X with the level number.
FF09B50028 - Infinite energy.

SHOOTSTERS
FFFE2C0010: Unlimited life.
FFFE32001A: Unlimited energy.
FFFE0D00XX: Money x 100,000 (XX ranges from 0-99).
FFFE0E00XX: Money x 100 (XX ranges from 0-99).

FFFE0F00XX: Money x 1 (XX ranges from 0-99).
GHOULS 'N GHOSTS
0065866006: Infinite lives.
0073B40001: Instant charge on magic armour/weapon.

G-LOC
FF45A20040: Infinite time.
FF4A480020: Air to air missiles.
FF4A4A0020: Air to ground missiles.

GOLDEN AXE
FFFE7E0080: Unlimited life for Duel.
FFFE720031: Stop timer for Duel.
FFFE7C0003: Infinite lives.

GOLDEN AXE II
FF08820005: Always keep five bombs while the Action Replay is enabled.
FF088000XX: Will give you XX lives when you activate Action Replay.
FF08820005: Change number at the end to keep required amount of bombs.FF08800002: Infinite lives.

GREATEST HEAVYWEIGHTS
FFFA1A000D: Infinite power.
FFFA1A200D: Infinite speed.
FFFA1A400D: Infinite Stamina.
FFFA1A600D: 240 Million dollars after you win 1 fight.
(the above code work for career mode only).
FFF0000000: Always win.

GREENDOO
FF17DD0004: Infinite lives.

GUNSTAR HEROES
FFA4250065 - Infinite energy for player one.
FFA6250065 - Infinite energy for player two.
FFA6F000XX - Replace XX with one of the below for player one's first weapon.
04 Force
08 Lightning
0C Chaser
10 Fire
FFA66F00XX - The above, but for player two.
FFA47100XX - As above, but players ones second weapon.
FFA67100XX As above, but for player two.

HELLFIRE
002AE46004: Infinite hellfire missiles.
00283E6004: Infinite lives.
0026085079: First power-up gives you full power.
0020200005: Same facility when used with above code.

HOCK
FF8C630003 - Infinite energy.
FFDD700006 - Infinite lives.
FFDD850059 - Infinite time.

HUMANS
FF081900XX - Stage select. Replace XX with 01 to 50.

THE IMMORTAL
0081E8197C: Use with following parameter for infinite lives.
0081EA00FF: This is used with above to give you infinite lives.
0113F46006: This cheat will defeat the goblins in combat.
0099304E75: Beat floor traps, worms, arrows etc.
FF109A0002: On most levels this provides you with unlimited continues.
FF0B720003: Unlimited amount of fireballs.
FF10A8000C: This will stop your man from losing energy during fights.

JAMES POND
007ED16004: Infinite lives.
008A166002: Infinite time.

JAMES POND II: ROBOCOD
00190AET71: Infinite lives.
003D1C6002: Use with code below to make you invincible.
003CC26002: Use with above code.

0029160002: Keep wings from round to round.

JURIN MASTER

FFC4D50048: Unlimited health.
FFC43200XX: Score x 1,000,000. (XXX is 0-999).
FFC434XXXX: Score x 1000. (XXXX is 0-9999).
FFC4420003: Infinite continues.

JOHN MADDEN FOOTBALL

00926600XX: Play starts at XX seconds.
0074C4000X: Where X is the amount of timeouts the home team start with.
0074CA000X: Visiting team starts with X timeouts.
008E380006: Only need five yards for first down.
008FE45630: Touchdown worth three points.
008FE45030: Touchdown worth eight points.

JUNGLE STRIKE

FF10B3000X: Level select (replace X with level number 0-8) (9=finish screen).
FF10CF0003: Unlimited lives (all levels).
FF10C70064: Unlimited fuel (all levels).

JURASSIC PARK

FF003B00FF: Unlimited blue banded darts.
FF003D00FF: Unlimited stungun.
FF003E00FF: Unlimited gas grenades.
FF003C00FF: Unlimited red banded darts.
FF003F00FF: Unlimited flash grenades.
FF004000FF: Unlimited rocket.
FF004100FF: Unlimited concussion grenades.
FF00550020: Infinite energy.
FF005300FF: Infinite lives.

KID CHAMBLION

FFFC4500XX: XX in this code refers to a level number to start from any level.
FFFC430063: Will maintain your maximum number of diamonds all the time.

KING OF THE MONSTERS

FF3B8D0009: Fills the Power Bar.

KRUSTY'S SUPER FUN HOUSE

FF02FD000X: Level select. (0-4)
FF03EX0000: Remove golden padlock from final door.
FF0FF30002: Infinite lives.
FF0FF50064: Invincibility.
FF0FFD000A: Infinite weapon count.

LEARNINGS

FFF4E8003B: Unlimited time to complete a level.
FFF4E80013: Infinite builders.
FFF48B0013: Infinite floaters.
FFF48A0013: Infinite climbers.
FFF48C0013: Infinite bombers.
FFF48D0013: Infinite blockers.
FFF48F0013: Infinite miners.
FFF4800013: Infinite diggers.

LUX ATTACK CHOPPER

FFF1BD0000: Infinite chain guns.
FFF1BF0004: Infinite sidewinders.
FFF1C10008: Infinite hellfires.
FFF176CXXX: Score. (Where XXXX ranges 0-FFFF).
FFF12A004A: Unlimited fuel.
FFF1BF400X: Mission number. (XX ranges 0-21).
FFF1C10004: Unlimited hellfires.
FFF1BF0009: Unlimited sidewinders.

LOTUS TURBO CHALLENGE

FF41A5000X: Level select (0-7)
FF7CB50063: Unlimited time for player one.
FF7D7F0063: Unlimited time for player two.

MADBALL MADNESS

FFAC770039: Infinite lives.
FFB0CF0039: Infinite time.

MARIO LAMARX HOCKEY

0162B06004: Freeze timer.
0162D46004: Freeze player 2's first penalty timer.
0162C24E75: Freeze all penalty timer.

MARVEL LAND

FFF7470002: Infinite lives.
FF156F0063: Infinite men for every island.

MERC3

0080B8C351: Infinite bombs.
00B0944E71: Infinite energy.

MICKY MOON

00B7944E75: Mickey only takes one point of damage per section.
00C8C40026: Jump higher.

MICRO MACHINES

FFA6C70003: Infinite lives for player one.
FFA6A50004: Activate Action Replay during the race to finish first. Not to be used on the Bonus Rounds.
FF80B100XX: Level select. Where XX is a number between 1-18 to select that

MURPHY & MAGIC

02BB800000: Dagger is free.
02BB800000: Nunchukas are free.
02BB800000: Short sword is free.

MOONWALKER

005F1E31FC: Use with below code. This will increase Michael's ability to dance.
005F200040: Use with above code.
00DFD06004: Infinite lives.

MORTAL KOMBAT

FFFF5B0001: Activates the cheat screen (allows

full blood during game).

FFCAB90078: Infinite energy for player 1.
FFCBB90078: Infinite energy for player 2.
FFAC7E0099: Unlimited time.
FFAAB000XX: Replace X with 0-C to select stage.
FFAAE000XX: Replace X with 0-7 to select character for player 1.
FFAAA000XX: Replace X with 0-7 to select character for player 2.
FFCC4B0046: Makes player 2 stay on the same spot.

INSTANT INAZUM FOOTBALL

FFFD5E0002: Super-charged running.
FFE1E60003: Start the game in the finals (turn the switch on in the team select screen).

NEW ZEALAND STORY

FF80030003: Infinite lives.
FF80040005: Infinite continues.

OUTRUN

0035A84A10: Infinite time.
FFD0F70000: Always get a Hole in One.

PGA TOUR GOLF

002D526002: Players never get paralysed.
00D01C600C: All items are free of charge.
002B0C6012: No damage is taken in battle.
002C146012: No damage is taken from venom strikes.
00716E6014: No damage is taken in the damage zones.

PHANTASY STAR II

0182DC8XXX: With XXX giving the amount of Mesetas.
00AB186006: All items are free.
0111766004: Characters cannot be poisoned.
00C36A6018: Sleep and game saving are free.
0103306034: Can be used to protect you against enemy attacks.

PREDATOR 2

FF005A0005: Unlimited Rifle.

PUGOY

FF08660004: Infinite Lives.

RAMBO II

0022803CC0: Will give you a large amount of lives.
00495A6012: Infinite lives during missions.
002E186012: Infinite lives during bonus battles.
0048407200: Infinite arrows.
0098E600XX: Each A is worth XX arrows e.g. 0098E60010 for 10 arrows per A.
0048DA7200: Infinite time bombs.
0098D200XX: Each B is worth XX bombs.

RASTAN SAGA II

FF0AC1000A: Unlimited life.
FF0AC30002: Infinite lives.

REVENGE OF SHINOBI

00C1B24E71: Will give you unlimited Shurikens through out the game.

ROAD RASH

00BA7C6002: Slows the game down while the enable switch is on.
001AAC000X: Player one starts at level X.
001BC2000X: Player two starts at level X.
001AD2000X: Player A starts with bike number X, eg use 001AD20007 for Diablo.
001BEE000X: Player B starts with bike number X, eg use 001BEE0007 for Diablo.
FF050D000X: Level select for player A.
FF050F000X: Level select for player B.
FF051900XX: Money X 655,360 for player A. (XX ranges 0-FF)
FF051AXXXX: Money X 10 for player A. (XX ranges 0-FFFF)
FF051D00XX: Money X 655,360 for player B. (XX ranges 0-FF)
FF051EXXXX: Money X 10 for player B. (XX ranges 0-FFFF)
FF0543000X: Bike for player A. (X ranges 0-7)
FF0545000X: Bike for player B. (X ranges 0-7)
FF1A8800XX: Maximum speed. (XX ranges 0-7C)

ROAD RASH II

FF4CF000XX: Level select for player A (1-5).
FF4D1000XX: Used with above code.
FF4D3000XX: Level select for player B (1-5)
FF4F503000XX: Bike for player A (F is a special bike called Wild Thing 2000).
FF4F505000XX: Bike for player B (0-F, where F is a special bike).
FF05BF000X: Number of Nitros. (0-8)
FF05CF000X: Number of Nitros for player B in head-to-head. (0-8)
FF06C400FF: Never hit certain objects. (Note: this doesn't work in head-to-head)
FF0A7B0001: Bike can reach maximum possible speed.
FF0EFB0001: Bike can reach maximum possible speed for player B.
FF0ACD000X: Weapon carried/ hitting method.
FF0F4D000X: Weapon carried/ hitting method for player B in head-to-head.
FF0AD300FF: Player always stays on bike. (Note: bike can't be wrecked!)

FF0F5300FF: Player always stays on bike for player B.

ROBOCOP VS TERMINATOR

FF009C0005: Infinite lives.

ROCKET KUNIT ADVENTURE

FFFB0D0005: Infinite lives.
FFC041003F: Infinite energy.

ROLO TO THE RESCUE

FFC51E0004: Infinite continues.

SHADOW OF THE BEAST

014E9E6004: Unlimited energy.
014EDC4E71: Protection against sudden death.
FF1A17000C: Infinite lives.
FF1A17000C: When switched is enabled your energy will be restored.

SHADOW OF THE BEAST II

FF22390000: Every time Action Replay is enabled your energy is restored.
FF22420002: Second option is always axe, even though it is not visible.
FF22420004: Second option is health restore option.

SHINING IN THE DARKNESS

001AFE0000: Herbs are free.
0015060000: Deposition is free.
0015160000: Wisdom is free.
0015960000: Healer fruit is free.
00159E0000: Smelling salts are free.
002D3403E7: Use with below code to start the game with 999 points.
002DA003E7: Use with above code.
0012CE0000: Woodstaff is free.
0012360000: Word is free.
00143E0000: Bronze shield is free.
0014160000: Bronze armour is free.

SIDE POCKET

FFC09400XX: Balls in stock. (XX ranges 0-10).
FFC0A200XX: Total Score x 100.

SLAUGHTER SPORT

FF28950068: Unlimited health for player one.

SMASH TV

FFA37B0007: Infinite lives.

SONIC THE HEDGEHOG

0138A06032: Infinite lives.
0039F011C1: This parameter makes Sonic invulnerable to enemies.
00A35E6042: Gives Sonic his turbo shoes.
0039DC31C1: This will start you with several hundred rings on each level.
0032426010: Start from any level.
FFFF760012
FFF76300FF: Ultra Fast Sonic
FFFE0C0012
FFF7630099: Ultra Fast Tails
FFFE100008: Incomplete Zone (Hidden Palace Zone)

SONIC THE HEDGEHOG 2

FFFE120009: Infinite lives.
FFFE120063: Gives you 99 rings all the time allowing special exits etc.
FFFE090001: Allows you to modify levels by using the A and C buttons. Switch the Action Replay on then off fairly quickly to use this cheat, once you have changed the level press B.
FFFEF00001: Press start and A together for level select.
FFFE1B000X: X is the number of Chaos Gems in possession (1-7) use with code for number of rings to change into Super Sonic.
FFFE2100XX: XX is the number of rings in possession - set to 50 or more and set the Chaos Gems to seven and you can turn into Super Sonic by jumping into the air.
FFFE190001: Jump higher/Weird hair.
FFF65F00FF: White Sonic.
FFFE12000X: X is the number of lives.
FFFB01E0000: Sonic is always running.
FFB02B0001: Shield protection.

SONIC 3

0001F04500: Lets you play the US version on UK machines at the correct speed setting.
0001F04A00: Lets you play the US version on Japanese machines.
FFFE120005: Infinite lives.
FFFE210063: Unlimited rings.
FFFEFA0001: Change Sonic into any graphic and place new parts on each level.
FFFE1B000X: Number of gems collected (replace X with a number between 0 and 7).
FFFE860002: Level Select/Design.

SONIC SPINBALL

FF579E0003: Infinite lives.

SPACE HARRIER II

006CD4000A: Start with ten lives.
006CD40014: Start with twenty lives.
007C744A38: This parameter is for infinite lives.

SPEEDBALL 2

FF009F00XX: Freezes timer at the value in XX eg use FF009F0002 to keep the game going as long as you like.

FF00FA7FFF: Unlimited cash for player one.

FF0DEE0002: Score multiplier is two in favour of player one.

FF0DEE0001: Score multiplier only one in favour of player one.
FF0DEE0000: Score multiplier inactive.

FFD5AA0008: Electro mode.

SPIDERMAN

FFE691003B: Unlimited time.

SPLATTERHOUSE II

FF00F70004: Unlimited life.

FF00F70003: Unlimited energy.

FF00F80003: Unlimited energy.

SPLATTERHOUSE III

FF00B40005: Unlimited lives.

FF00B700E1: Unlimited time.

STAR FLIGHT

FF957300FF: Used with below code gives infinite fuel.

FF95DD00FF: Use with above code.

FF97810098: Used with below code gives unlimited money.

FF98310098: Use with above code.

FF97A50010: Cargo pods.

FF943C0021: Use with below code gives infinite time.

FFC34B0015: Use with above code.

STEEL EMPIRE

FFCB4B0013: Gives you a weapon level of 20.

FFCB570003: Unlimited bombs.

FFCB510003: Infinite lives.

FF027B00XX: Start from any level where you should replace X with a number 1-6.

STORMLORD

FF00250005: Infinite lives.

FF00290004: Speedy StormLord

FF00370001: Invincibility (almost). Falling and fire still kills.

FF00A50001: Unlimited time.

FF05DB000X: Level select (0-9).

STREET FIGHTER II

FF80C10000: Special moves in the air for player 1.

FF83410000: Special moves in the air for player 2.

FF972A0099: Stops the time.

FF8043000B: Infinite energy for player 1.

FF82C3000B: Infinite energy for player 2.

FF81DB000X: Replace X with the character number 0-B to fight as player 1.

FF845B000X: Replace X with the character number 0-B to fight as player 2.

FF81DA0002: Player 1 only needs to win one round to finish the stage.

FF845A0002: Player 2 only needs to win one round to finish the stage.

FF96AB000X: Replace X with the character you want to fight against. 0-B (player 1) or background to fight with (two player).

STREETS OF RAGE

002B664E71: Infinite lives for both players.

010CE01C80: Will give you infinite time on each section.

00402E4E71: Gives a constant supply of special weapons.

FFFF200003: Infinite lives for player one.

FFFF230003: Infinite lives for player two.

FFFF210002: Infinite special attacks for player one.

FFFF240002: Infinite special attacks for player two.

STREETS OF RAGE 2

FFFE690000: Almost never get hit-player one.

FFFE690000: Almost never get hit-player two.

FFFE810068: Unlimited health for player one.

FFFE810068: Unlimited health for player two.

FFFE830005: Infinite lives for player one.

FFFE830005: Infinite lives for player two.

FFFC3C0099: Unlimited time.

FFFC43000X: Level select (1-8).

SUPER HANG-ON

008B14600E: Infinite time in arcade mode.

0054BE600A: This parameter allows infinite money in the original mode only.

00E68A123C: Use with code below.

00E68C00XX: Adds XX seconds when you get extended play - use with above code.

FF05540055: Unlimited time.

SUPER HYDLIDE

FFFE0D0019: Unlimited life.

SUPER MONACO OP

FF91080001: Used together with below code will take your car to about 390km/h.

FF9109000F: See above.

FF91080002: Used together with below code will give you speed of 507km/h.

FF91090000: See above.

FFFE11C0004: Magic invincibility.

SUPER MONACO II

FFFC2AXXXX: Current speed.

FFFE5B000X: Player's position (0-F).

FFFE61000X: Rival's position (0-F).

SUPER SMASH TV

FFA3490010: Keeps weapon for player two until the next one is picked up.

FFA347000X: Weapon select for player two you must put the above code in. Use 2 for spray, 4 for photo, 6 for missile launcher and 8 for peanut gun.

FFA3420005: Player two shield, invincible.

FFA3A90004: Unlimited lives for player two.

FFA37B0007: Unlimited lives for player one.

FFA3020005: Gives player one a shield as long as the switch is activated.

FFA3090010: Keeps weapon for player one once it is picked up.

FFA307000X: Player one weapon. You must enter the previous code as well as this one. Use 2 for spray, 4 for photo-gun, 6 for missile launcher and 8 for peanut gun.

SUPER THUNDERBLADE

FFB2A0007: Infinite lives.

007A264A38: Player cannot lose a life.

SWORD OF SODAN

0047426002: Infinite lives.

SWORD OF VERMILION

00B5BA4E71: Invincibility against most enemy and protection against poison.

02230C0000: Ferros magic spell book is free.

0223100000: Sangua magic spell book is free.

0026CA4E71: Increase experience levels very fast.

01A20E4A78: With below code will allow almost unlimited magic.

01A2424A78: See above.

02242C0000: Crystal armour is free.

02248A0000: Diamond armour is free.

0224400000: Golden sword is free.

TAZ-MANIA

FFD45B0003: Infinite lives.

FFD0370002: Unlimited chilli peppers.

FFD4CB0002: Protection against enemy while the switch is on.

FFD45B0003: Infinite lives.

FFD02100XX: Level/section. (XX range 0-13, 19 gives ending).

FFD4CB0000: Unlimited health.

FFD4CB0002: Protection against enemy while the switch is on.

TECHNOCOP

FF17050048: Invincible car.

FF177B0001: Unlimited time.

FF25AE0001: Unlimited health.

FF26290005: Infinite lives.

TERMINATOR 2

FF80CA0004: Unlimited lives.

FF80190025: Unlimited missiles for player one.

FF80190025: Unlimited Rockets for Player 1.

FF80690025: Unlimited Rockets for Player 2.

THUNDER FORCE IV

FFF2DD00FF: All weapons.

FF80030001: Gives you the claw.

FF80040001: Gives you the shield.

FFB2F10003: Infinite Lives.

THUNDERFOX

FFB00B0001: Unlimited energy.

FFB00D0000: Infinite lives.

THUNT: HYPERSTONE HEIST

FFC0390004: Infinite lives for player one.

FFC03B0004: Infinite lives for player two.

FFC0590005: Unlimited life for player one.

FFC05B0005: Unlimited life for player two.

THE TERMINATOR

FF147D001F: Unlimited health.

FF147D001F: Infinite energy.

FF80CA0005: Player one unlimited lives.

FFFF9D0005: Player two unlimited lives.

FF80190025: Player one unlimited rocket grenades.

FF80690025: Player two unlimited rocket grenades.

TINY TOONS

FFFB0B0003: Infinite energy.

FFFB090002: Infinite lives.

FFFB0F0032: Gives one special helper each time you pick up a carrot.

FFFB110009: Pick one special helper up to get infinite helpers.

TOEJAM & EARL

00BCB06002: Infinite lives (ToeJam & Earl).

00BB980003: This parameter will start ToeJam with a total of 99 bucks.

FFA92B0010: - ToeJam Life Meter.

FFA92D0010: - Earl Life Meter.

FFA9250003: - Super Vacs.

FFA9210005: - Panic Button.

FFA9290012: - Funk Scan.

TOKI

FF1B860005: Infinite lives.

FF1B830009: Unlimited time.

TURBO OUTRUN

FF9EF7003B: Stops clock.

TWIN HAWK

00358C0004: Infinite special weapon.

002B580004: Infinite lives.

003F087E03: To be used with below code.

003F0A6002: Used with the above code, this will

give you your full complement of power-ups straight away.

UNIVERSAL SOLDIER

FF12D90009: Unlimited smart bombs.

FF0ADF000X: Gives you X lives each time the Action Replay is enabled.

VALS III

FFF4590016: Infinite lives.

FFF4470018: Unlimited energy.

FFF44B0018: Constant full energy meter.

FFF45B002C: Stops clock at three minutes.

WARRIORS OF THE

ETERNAL SUN

FF91530063: This will give the leading member of the group infinite energy.

FF91E90063: Infinite energy to the second member of the party.

FF927F0063: Infinite energy for the third group member.

WHERE IN TIME IS CARMEN SANDIEGO

FFD77A001E: Unlimited time.

WONDERBOY IN MONSTERLAND

FFDA00000A: Unlimited life.

WORLD OF ILLUSION

FFA0380008: Unlimited health for player one.

FFA0B80008: Unlimited health for player two.

FFFD530008: Infinite lives.

FFFFDB000X: Level select (1-5).

FFFD530003: Mickey or Donald permanently has three tries.

FFA0380005: Mickey or Donald permanently has three energy cards.

FFFD530006: Unlimited tries.

XENON 2

FF08350027: Unlimited energy.

FF0839000X: Gives a player X amount of lives each time the Action Replay is enabled.

ZANY GOLF

FFE9A20005: Infinite lives.

ZOMBIES

FFFA8F00FF: Unlimited keys for player one.

ZOO

FFEA7B0005

FFEA670005: - Infinite lives

FFED530003

FFED540003: - Infinite energy



ALIEN²

00C42763: Unlimited machine gun.

00C42B63: Unlimited bazooka gun.

00C42963: Unlimited flame.

00C42D63: Unlimited grenade.

00C42F63: Unlimited other option.

00C46A63: Unlimited energy.

ALIEN STORM

00C11310: Infinite energy (lifemeter).

ALIEN SYNDROME

00C05402: Unlimited lives.

00C07B06: Unlimited time.

00C07501: Need one hostage to open exit.

00C8ED01: Keep flame weapon.

ASSAULT CITY

00C0D90A: Infinite energy (switch the Action Replay off at the end of the level).

ASTERIX

00C09D03: Infinite lives.

00C09A03: Invincibility.

00C08B01: Bombs from the start

00C09F50: Use with above code

BACK TO THE FUTURE II

00C36B05: Infinite energy.

00C36B04: Infinite lives.

BANK PANIC

00C01F03: Infinite lives.

BART VS THE SPACE MUTANTS

00C01003: Infinite lives.

00C3AF09: Infinite time.

00C3E9BE: Infinite paint.

BUBBLE BOBBLE

00CEB703: Infinite lives.

00DB000X: Replace X with a number for level select (switch Action Replay off at the end of the level).

CHASE HQ

00C28203: Infinite turbos.

00C23836: Infinite time.

Level Select:-

00C2210X: Replace X with a number (0-2) to change the round.

00C2200X: Replace X with a number (0-4) to change the stage.

00C25380: Full damage to villains car (hit him once when you catch him and he dies).

DESERT STRIKE

00D45538: - To Start with 31 Hydras.

00D44100: - Infinite Lives.

DOUBLE DRAGON

00CB2B03: Infinite lives.

THE FLINTSTONES

00C9A504: Infinite sand timer.

00C9F20F: Infinite paint.

00C9A203: Infinite lives.

GALAXY FORCE

00C07F10: Infinite energy.

GAUNTLET

00C83F96: Use with code below.

00C80F96: Use with above code to give infinite health for one or two players using any character. (Action Replay should be switched off between levels, switch off when entering exit and on when resuming play).

00C80E01: Infinite potion.

GHOST HOUSE

00C1BA02: Infinite lives.

00C1F5C0: Infinite energy.

GHOULS & GHOSTS

00C03302: Infinite lives.

00C04C02: Invincibility.

00C04B40: Magic stays full.

GLOBAL GLADIATORS

00D0E905: Infinite lives.

00D0BA3F: Infinite energy.

GOLDEN AXE

00C00503: Infinite lives.

00C1871F: Infinite energy.

00C0060X: This parameter gives unlimited Magic, eg enter **00C00601** for unlimited Magic 1, **00C00602** for unlimited Magic 2 etc.

INDIANA JONES & THE LAST CRUSADE

00C98706: Infinite lives.

00C97305: Infinite whips.

00CBB907: Infinite time.

00C9C130: Infinite energy

LEMMINGS

00DB5C64: 100% completion every time.

MASTER OF DARKNESS

00CA3A02: Infinite energy.

MICKY MOUSE: CASTLE OF ILLUSION

00C0BD03: Infinite energy.

00C0C803: Infinite lives.

00DC0005: Infinite time.

MICKY MOUSE: LAND OF ILLUSION

00C09902: Infinite energy.

00C09F03: Infinite tries.

00C0A295: Infinite time.

00C0AD07: Infinite air.

MIRACLE WARRIORS

00C50A10: Infinite energy.

MORTAL KOMBAT

00C48848: - Infinite Energy Player 1.

00C40B07: - Infinite Continues.

00C43639: - Infinite Time.

00CCIAA4: - Infinite Energy Player 2.

NEW ZEALAND STORY

00DDEC03: Infinite lives.

00DE1504: Invisible.

OPERATION WOLF

00C11620: Infinite Ammo.

PRINCE OF PERSIA

00C29208: Infinite life.

R-TYPE

00CE0103: Infinite lives.

SHADOW DANCER

00C05903: Infinite lives.

00C05A03: Unlimited special attacks.

SHINOB

00C07A02: Infinite lives.

00C06C06: Infinite energy.

SONIC THE HEDGEHOG

00D2AAXX: Keeps XX rings. Try **00D2AA99**.

00D24603: Unlimited lives while Action Replay is enabled.

00D411

00D29803: Infinite lives.
00D29905: Invincibility (always keeps 6 rings).
Turn Action Replay off at the end of the act but
back on again at the beginning of
the next one.

SPACE HARRIER

00C12302 - Infinite Lives.

STREETS OF RAGE

00CCF317: Infinite energy.
00CD0903: Infinite lives.
00CEE01: Infinite timer.
00C6670X: Level select. Replace X with 0-4

SUPER MONACO GP

00C36502 - Only have to race in one lap to finish.
00C36201 - Start in Pole Position.
00C36201 - Stay in 1st place and always win race.

SUPER SMASH TV

00C51205: Infinite lives.

SUPER SPACE INVADERS

00C7EE03: Invulnerability.
00C84603: Shoot one invader and clear the round.
00C7EC03: Infinite lives.

TERMINATOR

00CC1664: Infinite energy.

WONDERBOY

00C12D02: Infinite lives.
00CC360C: Infinite vitality.

**THE ADDAMS FAMILY**

RH0AR6VA: Infinite lives.
A5ZTRA6T: Infinite Hearts.
A47TRA42: Never lose Fezi-copter.

ALADDIN

RGJBY604: Infinite lives.
ATCB0A30: Invincibility.
ATBV0A6G: Infinite apples.
HGXBZWNC: Start with 99 Gems.

ALIEN³

AAC7CA6J: Infinite time.
A2EAAA8R: Infinite lives.
AJNAEA3R: Infinite machine gun ammo.
AJMAEA7C: Infinite flame-thrower ammo.
AJJTEA2J: Infinite grenade-gun ammo.
AJKAEA88: Infinite hand grenades ammo.
AJFTAA66: Never lose radar.
YDXAD93N: Ripley jumps much higher.
SACTCADY: Game clock runs slower.
8ACTCADY: Game clock runs much slower.
AMDACA4J: Long falls do not reduce energy.
ADEACAGJ: Falls into turbine fans do not reduce energy.

BART VS SPACE MUTANTS

AJRTAA6R: Invincibility against hits.
A2RTAA8R: Infinite lives.
AAXTB2JE: Infinite rockets after you buy one.
AAXAB79G: Infinite bombs after you buy one.
FJ0AAA6N: Infinite paint after pick-up.
AJBTAAET: Start on level 2.
ANBTAAET: Start on level 3.
ATBTAAET: Start on level 4.
AYBTAAET: Start on level 5.
BEBTAAEE: Start with 9 lives.
AYBTAAEL: Start with 5 coins.

BATMAN

E2ETAA4C: MASTER CODE - MUST BE ENTERED.
AKPTAA4Y: Infinite lives.
RFFAA60N: Batman floats when he dies.
AKYAAA9G: Infinite Batarangs.
RYFAC6VR: Guns don't hurt hurt.

AKYTAAL5L: Infinite rockets for the Batwing.
B2ATCA46: Punches knives and guns don't hurt.
AKYTAAT7R: Infinite rockets for the Batmobile.

BATMAN RETURNS

BLYTAA4R: Invincibility - unless you fall.
ALFAAA9N: Infinite Batarangs.
BLGTAA5N: Infinite smoke-bombs.
BLHTAA8C: Infinite swarms.
BLJTAA4L: Infinite grappling guns.
BLTAA7A: Infinite super-seeking Batarangs.

BURST

RERT86V4: Infinite lives.
ALTA6AAC: Infinite time.
CJLTAAAC: Start on chapter 16.

CHAKAN

AKZATA7L: Protection from most hits.
RLGATA4C: Invincibility (apart from falls).
ACGTVE7T: Infinite time.

CHUCK ROCK

BEATEABW: Start with 10 lives.
BTCTEA5E: Infinite lives.
B5RAAA3Y: Infinite health.
HC5AAA8J: Invincible (spiked plants & green water hurt).
AXHAAA6J: Cannot drown.
SG5TE2T4: Heart restores full energy.

COOL SPOT

ATHA4A26: Infinite health.
RG7T2614: Infinite lives.
REHA460T: Infinite time.

DRAGON'S FURY

NTCTBA3W: Start with 100 balls.
RE0AA5WR: Infinite balls.
NNCTAAEN: Start with 9900 bonus pts.
AJCTAAEO: Start bonus multiplier at 2.
BECTAAEO: Start bonus multiplier at 9.
AVPAAA8L: Bonus points never reset.
AVPAAA8Y: Bonus multiplier never resets.

ECCO THE DOLPHIN

AKRTJA64: Almost infinite air.
AL2AJA7L + ALZAJA5Y: Protection from most enemies + AAVTNAFC: Octopus.
HAVTNAFC: Octopus is fatal.
HCBTAAEW: School of fish restores health completely.
SW2AKGPJ + HC2AJAFL: Jellyfish & other enemies restore health instead of taking it away.
SW2AKGPJ + TC2AJGFL: Jellyfish & other enemies restore air + E42AJAFLN: Instead of taking it away.

F22 INTERCEPTOR

RH9TR60T: MASTER CODE - MUST BE ENTERED.
BMAAAAE: Start with 11 lives.
7CPAGGA8: Start with 1,000 ammo.
NW1AGGAG: Start with 100 chaff.
1B7FBLYW: Fuel burns 2x faster than normal.

FORGOTTEN WORLDS

AAWACAGL: Player 1 starts with 32,500 Zenny.
AD8TBAFA: Tiny coin is worth 1,000 Zenny.
AD8TBAZE: Regular coin is worth 5,000 Zenny.
A18TAAFL: Huge coin is worth 50,000 Zenny.
R18TBE6T + T8TAD6W: All coins are worth 7,500 Zenny.
ATGACA24: Enemy attacks don't reduce strength.
AVCACABE: Trapping obstacles don't reduce strength.

GREENDOG

ATNTAA4E: Infinite lives.
BEPAAADE: Start with 10 lives.
GACACAC4: Cola restores energy completely.
ABYCAAN: Spikes don't hurt.

JOHN MADDEN '93

RH9T860T: MASTER CODE - MUST BE ENTERED.
RG3TA6WG: Infinite timeouts for both teams.
AMJAAA8: 1 play to get first down.
FDLTAA8R: 5 yards needed for first down.
GDKTBALA: Touchdown worth 8 points.
BDKABE40: Extra point worth 8 points.
BDKABE5G: Field goal worth 8 points.
GDLABAXW: Safety worth 8 points.

JURASSIC PARK

AVDAAA24: Infinite energy.
BVDAAA5G: Infinite lives.

KRUSTY'S SUPER FUN HOUSE

RJ5AAA7L: Start anywhere with Infinite lives.
ABFTAA58 + JBFTAAEA: Magic blocks can open secret passages only.

MACRO MACHINES

REHAA60N: Infinite lives in 4-man race.
REETA6Y6: Infinite lives in head to head.
AEGTAAAC: Time trial after winning one race.

MORTAL KOMBAT

ABNTCA8N: Create blood effects.
AKRAAA7N: Infinite time.

NHLA '93

RH7TR60E: MASTER CODE - MUST BE ENTERED.
ZJNACJC2: Period clock runs slower.
AANACAC2: Period clock is frozen (No time limit).
CBWTA6D0: Each period lasts 60 minutes.
AHTXBJ5J: All penalties last 1 minute.

REVENGE OF SHINOBI

ACTTEA4Y: Infinite lives - not when using Jitsu or Mijin.

BMVTA6L: Infinite shurikins.
BXVAGA9E: Infinite energy.
AANTCAAJ: Bombs and enemy bullets don't hurt.
BGKAAAH4: Start with 9 continues.
3ABTAAAC0: Start with 200 shurikins.

ROAD RASH 2

RHGA86YJ: MASTER CODE - MUST BE ENTERED.

ZASTAC58: Start with \$250,000 (Player A).
ZATAAC5W: Start with \$250,000 (Player B).
BESTAAEG: Start with Diablo 1,000 (Player A).
B2TAAAD4: Start with Diablo 1,000 (Player B).

SPEEDBALL 2

DBVAA6VT: Infinite money

SONIC THE HEDGEHOG

SATADAVW: Each ring worth 8 (Player 2).
JW3ACA4J: Infinite lives (Player 1).
JXGACA7G: Infinite lives (Player 2).
CBVTCABE2: Rocket jump!
ALTAACA9J: Once invincible, stay invincible - end of level
ATTTCA4W: Sonic doesn't lose rings when hit.
ATTTCA5G: Tails doesn't lose rings when hit.
GJ8AAA4G: Go straight to the end sequence.
AH2TCAH6: Only 1 ring needed to enter Special Stage.
AL2TCA6A: Start with 5 Chaos Emeralds.

SONIC 2

SASTDA1A: Each ring worth 8 (player 1).
SATADAVW: Each ring worth 8 (player 2).
JW3ACA4J: Infinite lives (player 1).

SONIC 3

AJ3ACA7A: Infinite lives.
AWHACA92: Never lose rings.
AAYACWB6: Jump much higher.

SONIC SPINBALL

AW7T4A5L: Infinite lives.
AXNA8A94: Infinite balls in all bonus rounds.

STREETFIGHTER 2

BLATAA3R: Master code must be entered.
RFBTCT6TJ: Most attacks do no damage.
AC6AEACC: Throws do no damage.

STREETS OF RAGE II

LV0ABECT: Start with 9 lives (Player 1).
LV0ABEG8 + LW5ABEBA: Start with 9 lives (Player 2).
AW7TAAJ7: Infinite lives (Both players).

SUPER MONACO GP 2

RE5TC6Z6: Always reported as 1st place.
BJAACAFG: Much faster low end acceleration.
EJAAACAL: Faster high end acceleration and top speed.

SUPER REAL BASKETBALL

PZJAPAV0: All player 1 shots worth 8 points
PZJAPAXT: All player 2 shots worth 8 points

TEAM USA BASKETBALL

R19T860T: ENTER MASTER CODE
DECAAAHY: Player 1 starts with 25 points
DECAAAH6: Player 2 starts with 25 points
ATHAAAZL: Stop shot clock
BKTTAAFG: Free throws worth 10
AZTTAAFO: Baskets worth 5
BKVAAAAM: 3-point baskets worth 10

THE TERMINATOR

RO3A861A: Protection from most damage.
AW9T8A78: Infinite time bombs.
BL2ABAGO: 9 time bombs at a time.

T2 - THE ARCADE GAME

LA6ABE3W: Start with 50 credits.
RZ8AA6V6: Infinite lives.
RZ8AA6X0: Infinite rockets & shotgun shells on pick-up.

THUNDER FORCE IV

AABTAA5J + AJTAAAZ0: MASTER CODE - MUST BE ENTERED (3 Parts) + RZMTA6YW.
A25TAA8T: Invincibility.
AKNTAA8R: Infinite lives.

TOI JAM & EARL

ZZ8ADT2Y: All enemies are gone.

TOKI

ATWTCA88: Infinite lives.
BC3TAA4T: Infinite credits.
AW4TAA72: Infinite time to continue game.
AA7TCA44: Infinite time to complete round.

WORLD OF ILLUSION

BM2AAA9L: Infinite lives.
AX2AAA6Y + DM2AAA8N: Infinite health.
FF5TAA38: Candy restores full health.
AF6AAAAY: Extra life for every card.
BK6AAAAY: Extra life for every 10 cards

WWF WRESTLEMANIA

REBTA6TN: Master code must be entered.
DWCADTCJ: Kick does more damage.
DCCACAAR: Punch does more damage.
ACCADABC: Stomp does more damage.
CCACAJEB: Head butt does more damage.

X-MEN

A3YAAA32: Protection from most hits.
B5BACA7T: Lose no power when falling.
AV6TEAF2: Start in Shi'ar Empire.
AZ6TEAF2: Start on Excalibur's lighthouse.
A76TEAF2: Start in Ahab's Future World.



BB6TEAF2: Start in Mojo's Church.
BK6TEAF2: Start in Asteroid M.

ADAMS FAMILY, THE

006-46F-F7A: Immune to everything.
3A4-D1F-2A2: 1 hit and become invincible.

DRAM STOKER'S DRACULA

3A3-C8A-2A2: Infinite lives.
001-7BB-19E: Infinite time.
3A4-39C-2A2: Keep weapons to end of level

CHUCK ROCK

3A0-75A-2A2: Infinite milk.
01B-66A-E6A: Start World 1, Stoneage Suburbs.
02B-66A-E6A: Start World 1, Dinosaur level.
03B-66A-E6A: Start World 1, Lively Lava.
04B-61A-E6A: View end game sequence

CRASH DUMMIES

00F-45F-19E: Infinite lives.
009-7AD-E6A: Infinite time.
00B-E1A-E69: Fire has no effect on Crash Dummies.
09C-40F-E7E: Start with 9 lives

DODGY STRIKE

09E-03E-C4A: Start with 9 hellfires.
99E-0DE-3BA: Start with 99 hydras.
99E-0DE-A2E: Start with 9978 guns.
002-E97-E6E: Infinite Fuel.
3A9-807-2A2: Infinite armour.
005-B07-E6E: Infinite hydras.
004-CF7-E6E: Infinite hellfires.
006-FC7-E6E: Infinite guns

JAMES POND 2

01F-3FB-801: Infinite lives
FF5-D2F-E6A: Invincibility.
005-D8F-001: Infinite continues.
01E-30C-801: Immune to spikes

JURASSIC PARK

ARCADE: STAGE
3A6-E78-2A2: Invincibility.
09A-11B-E66: Start with 9 energy pions.
ACTION STAGE
C98-26D-19D: Invincibility.
954-FF7A: Start with 9 energy pions.
PTERANADON
012-509-E62: Enemies run away after 1 hit
3AC-B49-2A2: Infinite lives.
00E-739-E69: Infinite continues.

MORTAL KOMBAT

00B-E1A-F76: Start with 9 credits.
004-2D6-19E: Infinite credits.
00B-40C-3BE: Infinite time.
DEB-9F6-5D3: Turn on blood effects.
003-48B-F79: Player 1 is invincible.
20B-06F-F7A: Punches do more damage.
2CB-26F-C42: Most kicks do more damage
30B-2EF-D5A: Flying punches do more damage
33B-56F-A2E: Uppercuts do more damage.
2AF-237-D5A: Throws do more damage.

PGA TOUR GOLF

006-50D-19A: Always a hole in one.
FF7-A2C-4CA: Massive power shots.

SONIC CHAOS

3A6-24E-2A2: Infinite lives.
008-41D-3B7: Infinite time.
3C8-33F-5D4: Start on Act 2-2.
3AA-A3B-2A2: One hit and you become invincible.
3A9-DCB-2A2: Never lose rings.

STAR WARS

00D-92B-3B7 + 3AD-93B: Infinite energy for all players.

STRIDER RETURNS

00E-4AA-19E: Infinite time.
3AB-A2F-2A2: Infinite lives.
3A6-73A-2A2: Infinite energy.
AF6-72A-A24: Invincibility.
095-F8F-F7E: Start with 10 lives.

SURF NINJAS

3AE-28F-2A2: Infinite lives.
00F-47A-E6E: Infinite zatches.
C9A-ABA-19E: Infinite hints.
000-72E-E6E: Infinite weapons.
3A2-9A9-2A2: Infinite gold coins.
010-AEF-E6A: Start on level 2.
020-AEF-E6A: Start on level 3.
040-AEF-E6A: Start on level 4.
050-AEF-E6A: Start at the cave of the ancients.

SEGA

BACK ISSUES

XS



ISSUE 2 £3.50

Superb second issue crammed top titles and exclusive cheats. Fully mapped solutions for the following titles can be found inside: Jungle Strike (MD), Bubble Bobble (MS), X-Men (MD), Chakan (GG), Sunset Riders (MD), Batman Returns (MD), Alien 3 (GG), Tiny Toon Adventures (MD), The Flintstones (MD)...



ISSUE 3 £3.50

Massive 164-page magazine featuring solutions to Jurassic Park (MD), Star Wars (GG), Final Fight (CD), Mortal Kombat (MD), Shining Force (MD), Streets of Rage (MS), Sewer Shark (CD), Haunting (MD), Shinobi III (MD), Micro Machines (MD), Cool Spot (MD), Night Train (CD), Tiny Toon Adventures (MD)...



ISSUE 4 £3.50

Incredible issue crammed with solutions for the biggest games, including Aladdin (MD), Chuck Rock II (MS), Dizzy (MD), Ecco: Lost Level (CD), Rocket Knight Adventures (MD), Sherlock Holmes 2 (CD), Street Fighter II (MD), Wiz 'n' Liz (MD). Also includes a massive 32-page game Buster section!



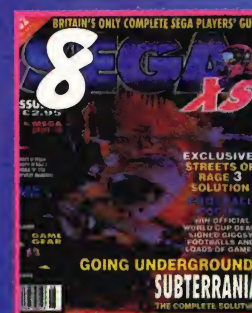
ISSUE 5 £3.50

Stunningly successful issue crammed view high-quality solutions. These include Robo Cop Vs Terminator (MD), The Jungle Book (MS), Asterix (MD), Silphed (CD), Sonic Spinball (MD), Thunderhawk (CD), Gunstar Heroes (MD), F-117A Night Storm (MD). Also included 15 pages of in-depth reviews...



ISSUE 6 £3.50

An outstanding exclusive issue, concentrating on the mega-hit Sonic 3 (MD). The magazine produced an exclusive 41 page, fully mapped solution to Sega's stunning platformer. This definitive guide was supported by massive solutions to Castlevania (MD), Gods (MD) and Dinobasher (MS & GG)...



ISSUE 8 £3.50

Blast into orbit with this stunning issue, as we bring you the complete solution to Sega's awesome space explorer, Subterranea! We also produced complete solutions to Bubba 'N' Stix (MD), Streets of Rage 3 (MD), Prince of Persia (MD), Mystery Mansion (CD) and Aladdin (MS & GG). Plus a great football feature and much more...



ISSUE 9 £3.50

Once again we were first with the big exclusives, producing the complete players' guide to Super Street Fighter II! The fight special didn't finish there however — we also included a complete solution to Virgin's Dragon - The Bruce Lee Story (MD). Plus Marko's Magic Football (MD), Ground Zero Texas (MD), Ecco The Dolphin (MS)...



ISSUE 10 £3.50

Things just keep getting better in Britain's best tips guide! This, our first official monthly issue, was packed to bursting with big exclusives. There was a massive players' guide to Acclaim's awesome sequel, Mortal Kombat II (MD), plus The Chaos Engine (MD), The Hulk (MD), Dragon's Lair (CD), Dune (CD) and Cool Spot (MS&GG)...



ISSUE 11 £3.50

Another stonkingly brilliant issue, this one really has got it all. Massive exclusive solutions to Maximum Carnage (MD), Zero Tolerance (MD), The Simpsons (MS & GG) and Rebel Assault (CD), the first part of our huge guide to Shining Force 2 (MD) and more hints, tips and cheats than any other magazine...



ISSUE 12 £3.50

Yes sree! More unbeatable value from your favourite Sega Magazine. The cry rang out across the land for a complete solution to Urban Strike and we obliged! We also produced complete solutions to Sylvester and Tweety (MD), Probotector (MD), Novastorm (CD) and Asterix (MS & GG); plus the conclusion to Shining Force 2 (MD)...

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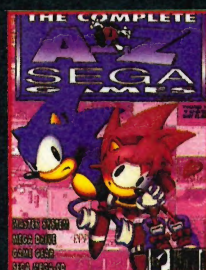
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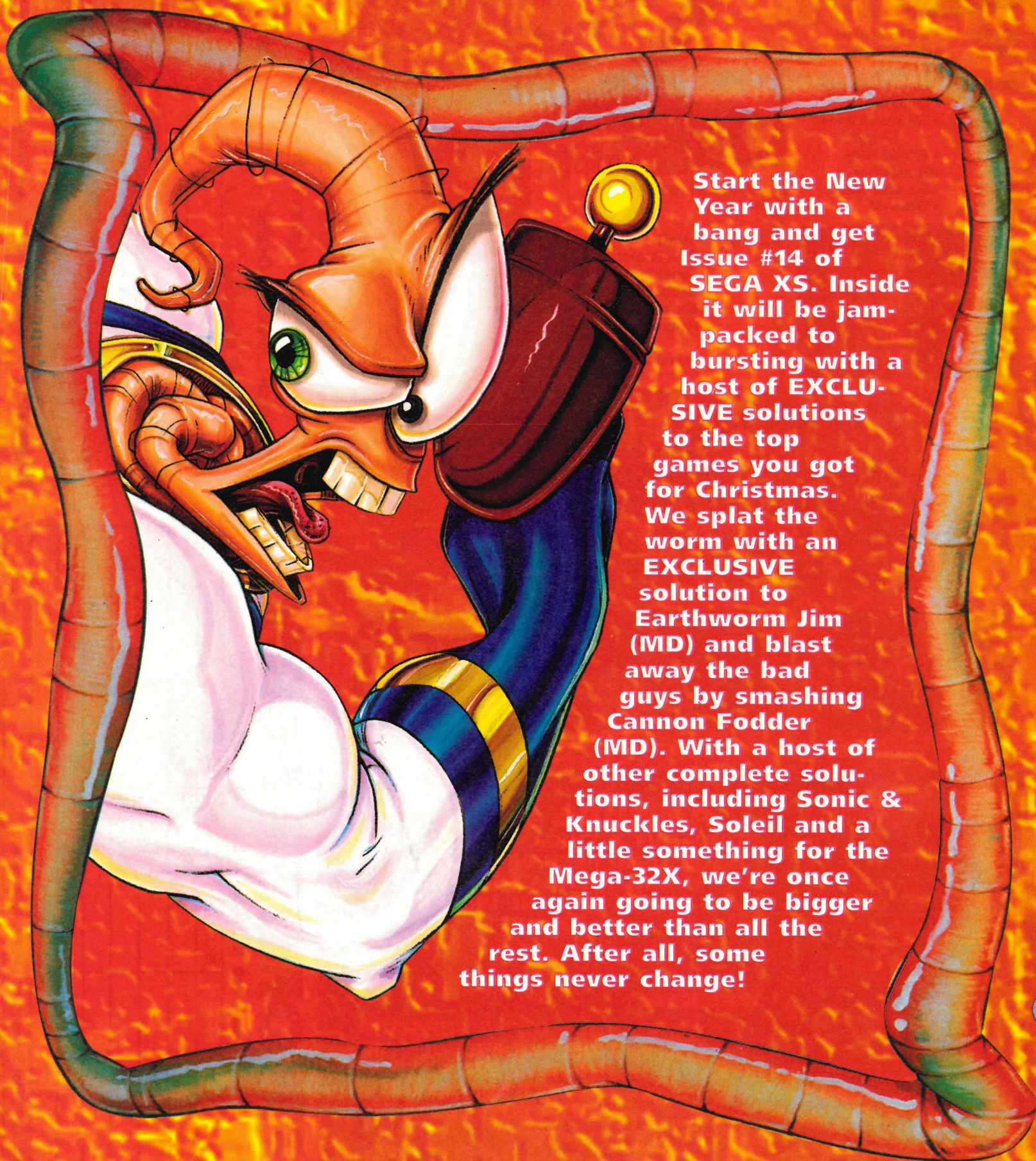
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Start the New Year with a bang and get Issue #14 of SEGA XS. Inside it will be jam-packed to bursting with a host of EXCLUSIVE solutions to the top games you got for Christmas. We splat the worm with an EXCLUSIVE solution to Earthworm Jim (MD) and blast away the bad guys by smashing Cannon Fodder (MD). With a host of other complete solutions, including Sonic & Knuckles, Soleil and a little something for the Mega-32X, we're once again going to be bigger and better than all the rest. After all, some things never change!



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